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FEATURES

# Wheels of **Fortune**

Who says you can't teach an old Hzwk new tricks? The leading skateboarding game is back on the PS2 and Xbox with several big changes, a ton or upgrades, and enhanced PS2 online play Cornelito's got the first review of Tony Hzwk's Pro Skater 4 anywhere!





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The game industry is looking for a few good sound designers, programmers, and game testers. Is that you GamePro wraps up its guide to getting a job in the biz

PROSTRATEGY SECTION

# PROSTRATEGY GUIDE

Kingdom Hearts (Part 1) (PlayStation 2)
Whoever said, "It's a small world after all" didn't play Square and Disney's epic RPG. It's a long quest, and this ProStrategy Guide will help you through the brunt of the journey.

Super Mario Sunshine (GameCube) Even when Mario's on vacation, he's called upon to save the day Star Dingo's a lot like that-his massive ProStrategy Guide on Mario's GameCube debut might save the day for you, too.

Eternal Darkness Addendum (GameCube) Eternal Darkness driving you crazy? Maybe it's because of the page that was missing from the October issue's strategy guide. Here's the part that was accidentally omitted.

# **CODE VAULT**

Summer's over but the chest is on! Here's some secret 232 striff for Stuntmin (PSZ). The Mark of Kri (PSZ). Beigh Spikers (GameCube), Crazy Tixel 3 (Xbox), Aggressive Inline (GameCube), and more.

Cover art courtesy of Activision

### Game Finder

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# EARTH HAS A DEADLINE



THIS FALL
THE ONLY WAY OUT IS IN



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# Maybe it's true that No One Lives Forever-but sexy superspy Cata

Arther has lived long enough for NOLF2. We've also got the scoop on Earth & Beyond, Asheron's Call 2, and many more



# HOT AT THE ARCADES

Virtua Fighter 4 is evolving! Check out Sega's beest with VF4 Evolu-80 tion. Plus, sneak a peek at the latest 2D fighter for the Neo-Geo. Rage of the Dragons



# GAME BDY ADVANCES

Action sames blast onto the GRA this month, led by Contra Adjance 89 The Alien Wars EX, Minority Report, and Ballistic: Eds vs. Sever 2. There's room for gentler fare, too, like Spyro, Rayman, and ... Pokilmon!



# SPORTS PAGES

The NBA's big beliers-Live, 2K3, Inside Drive, Starting Five, and 160 The NBA's big batters—Live. JRS, status Common NHL 2003, and ShootQut—suit up. Plus, NASCAR Thunder 2003, NHL 2003, and NHI. Hitz 20-03 are reviewed for the PS2, GameCube, and Xbox!



# Role-Player's Realm

Phantasy Star Online returns, leaving its Dreamcast roots to find new Ife on the GameCube. Also, check out Suikoden III (PS2). Granda Xtreme (PS2), Baldur's Gate: Dark Alliance (Xbox), and morel



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IT'S ALWAYS DARKEST BEFORE THE DAWN.



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Don't look now but Tany Hawk's o Slater 4 is about to roll onto the PS2 (possibly yours). As incredible as it may sound. It seems like only vester dry that sketchoarding was Ame best kept secret and underground sport. In the video game arena, Skate or Die and 720° came and went; no slides, grinds, and kickflips all faded away into the dark recesses of everyone's popular culture radar...except for roving bands of gonzo skaters across the land.

Maybe Tony Hawk didn't singlehandedly out skateboarding back on the map, but he did put it back onscreen and into PlayStations and PS2s everywhere. Find out what the programmer dudes at Neversoft packed into Mr. Hawk's fourth outing in this month's cover story.

Of course, there would be no THPS4 were it not for those "programmer dudes." "Game programmer" is on everyone's list of dream jobs these days, and our other special feature could put you on the path to game-maker stardom (and wipe out all your romance notions of how to set there, tool, Check out "Take This Job and Love It! Part 2" and start makin' your plan

In the meantime, this issue also gives you the lowdown on Resident Bril Ø, The Gessway, Halo 2, and NR Fever 2003, Pius, you'll find oil the se crets to Kingdom Hearts and Super Mario Sunshine. So get to readin' GamePros, and then meet us at the



# EAD2HEA

# The PS2 is Half Empty

I have a PlayStation 2, and I restized that aim every single game for the PS2 also comes out for the Xbox, ...but not vice-versa. I know that both systems are supported by the same game developers. but it's just not fair that they got a great game and wa do not, or that we get it leter then they do. Take Metai Gear Solid Substance for example, which is coming out for the PC, Xbox, and PS2. The Xbox is going to get the game first, although every PS2 MGS gamer thinks that the series should be exclusive to the PS2. Also, Project Gotham Racing, which I played at a friend's house and loved, came out only for the Xbox. Can you tell me why this happens? ➤ Chris Hominski-Via Internet

Consider what a third-party company like Konami has to do to keep each console company happy-it has to make everybody feel special. Just as Sony cut an exclusive deal for Metal Gear Solid 2. Microsoft has its own window for Substance. There are tons of games that come out for the PS2 that don't show up on the Xbox-Konami's own Dance Dance Revolution and Contra series, for instance-so it's all in how you look at it. There are Xbox samers who feel like the PS2 yets all the good stuff first. Don't neglect great games for the system you own by looking too hard at what the other machines have otherwise, you truly won't know what you're missing.

### The Truth About The SNES CD & "PSX"

Alright, my brother told me a little while ago that Nintendo and Sony combined to make the first Play-Station, and that it looked like crap, but Nintendo wanted to stick with cartridges and Sony wanted to go with CDs. Is this true, or is he being a "brother" about it?

### ► Alex Alzina-Via Internet

He's close to being right. This story is one of the most often mangled in game history, so here's the real versions Nintendo and Sorry signed a deal in 1988 to create a CD-ROM drive for the Super NES. Trouble was, by 1991. Sony had its own abos for an additional new machinethe "Play Station"-that would run both CD-based games and Super NES cartridges, Nintendo realized it couldn't control or profit from this new machine, so it made an unexpected public announcement that it was switching ower to Phillips for the SNES CD drive-much to Sony's surprise and embarrassment. Sony still wanted to get into the game business, so Ken Kutaragi started working on a second, CD-only version of Sony's own system, internally named "Play Station X" (which is why you sometimes see the abbreviation "PSX" for original PlayStation stuff). Meanwhile. Philips never made the SNES CD either, and Nintendo quietly killed the project. So Nintendo didn't make the PhyStation and Sony didn't make the SNES CD-the truth, as you can see, lies somewhere in the middle.

### **Collect Respect** As You Pass "GO"

Why is it that playing video games is associated with immaturity? It seems like a lot of people consider video gamea to be toys for children. Yet they have no problem with playing board games like Monopoly. What's the difference between pretending to be an entrepreneur during a game of Monopoly and pretending to be a race car driver while playing Gran Turismo 3? To me the only difference seems to be that one is a virtual experience and the other is not. This is very confusing to me, and I was hoping to get GamePro's insight ► Dennis Jordan-Columbus, OH



Can't arrue. Dennis-you make a good point. You can buy both Monopoly and Gran Turismo 3 in most toy stores: they're both fantasy diversions where players assume the role of someone they're not for the purpose of entertainment. But Monopoly has an edge in that it's a "classic" that has been enjoyed by several generationstoday's adults know it from their own childhood. Video games in general are only about 30 years old, so it's going to take longer for them to earn that same respect, The older video sames (and video samers) set, the more wadely accreted they will likely become as something beyand diversions for children. Until then, the generation gap will continue to shape public perception.

### Freaky is as Freaky Does

I have played and anioved all the Resident Evil games, and I recently bought a copy of Alone in the Dark for the PlayStation. It seemed that Alone in the Dark did a better job of creating an eerin atmosphere-I was genuinely freaked out by this game. Then I read in one of your previous issues that Resident Evil was modeled after Alona in the Dark, Is this true? If so, why couldn't RE achieve the same level of freakingss?

### ► Scott Devo-Richmond, VT

Interplay brought out the first Alone in the Dark game

for the PC in 1992, and it did indeed launch the survival/horror zenre as we know it (as well as three sequels, that PlayStation game among them), inspired by the works of horror writer H.P. Lovecraft, AITD was



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one of the first PC sames to build same characters and world objects out of polygons, and it used prerendered backgrounds and fixed camera angles-both of which became familiar aspects of Resident Evil. Even so, it's not fair to say Resident Evil was modeled after Alone in the Dark, only that it is a close relative within the serre. As for why RE isn't as scary, Scott, freakiness is in the eyo of the beholder. Some people find Resident Evil scarier than Alone in the Dark, and others think Silent Hill is scarier than both out together. But nobody will argue about the fact that Alone came first



## **Dollars and Sense**

I was wondering, if game companies use CDs for games because they cost less to make than cartridges, why don't games now cost less for the customers? I would appreciate it if you could explain gama compenies' ways of pricing marchandise. ► Aaron Borges-Portsmouth, RJ

Actually, they do cost less-or did, anyway. Toward the end of the cartridge era, N64 games were going for \$60 and up. CD-based PlayScation games settled in at \$40 or so. Now inflation and the new wave of hardware has allowed the price to creep up to \$50-but that's still cheaper than what a large cartridge would be today. Several things factor in to the retail prace of a game-it's

more than just the disc itself, which is about a buck for a CD and a few bucks for a DVD. There are the salaries of all the people who create the software, plus the price of the equipment they use, manufacturing costs, marketing, and, of course, don't forget licensing fees. Sony, Microsoft, and Nintendo all charge a fee to put out an official same on their systems—that's one of the main ways they make money. Lifemataly, you're talking about an investment of millions of dolbrs. Another factor that can drive game prices up is piracy-the companies have to make back that lost money somewhere or they can't make any more games in the future. Yet another reason not to play "backup" copies of games-we all pay for it in the long run.

### Hey. No

### Hey, can you at least show a picture of the PS3? ► Maxpayne0819-Via Internet No-it has not been desirned yet. They're working on

the chips that will be inside; they haven't even shown ambody what the outside will look like. Any pictures you see of the PS3 for the immediate future will be some artist's idea of what it markt look like (see Dr. Zombie's "Interpretation" in the September issue's Cutting Edge). but it won't be the design. Don't be fooled-when the mechine actually exists, we'll show it to you!













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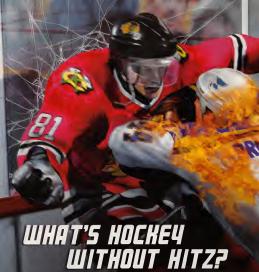
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### BY THE WATCH DOG

This month, The Watch Dog tackies slowdown and controls issues in Grand Theft Auto III for the PC, and Star Dingo offers his üben-technical expertise in this star-studded, senses-smashing installment of the world's most dangerous video game column.

Well, the letters have been pling up and the verdict is in. You guys made the calculations and ran the tests, and for most of you. Em M's Scotch tape solution for wobbly PS2 bluebottomed discs (you did read September's Buyers Beware, eh?) works like a charm! Super duper props to lim on behalf of all the GamePro kids for helping to neutralize this inexcusable and prevalent hardware problem.

I have Grand Theft Auto III for my PC, and I'm having a couple of problems. First of all, the frame rate tends to stutter from time to time. Also, the whicles respond incorrectly. Do. you know a way I can fix these problems! RORY TAMBLYN-VIA INTERNET

A According to the in-of www.gtz3.com, "If you are experiencing According to the Troubleshooting section short, periodic slowdowns white driving, Grand Theft Auto III may be having trouble retrieving data at a fast enough rate from your hard disk It is recommended that you run your system's Defragmentation utility regularly to allow optimum speed in the game's performance. To begin the process: Click on Start → Programs → Accessories → System Tools → Scandisk or Disk Cleanup then Defrag

"For more flowing gameplay, it is recommended that in game you set the game to 800 x 600 16-bit and turn off Frame Synch, Frame Limiter, and Wide Screen, Resardless of your system specs, this is the most optimized for flowing rameplay

"Also, we have found that some video cards that have what is called an Intergrated RAMDAC (Random Access Memory Digital-to-Analog Convertor) are seeing some choopy or delayed frame rate during rameplay. To check what type of RAMDAC you have. Click Start -> Run. Erase whatever is in the box and type in 'DXDIAG.' Click on the Display tab, and on the upper lefthand side, it should show you either internal RAMDAC or Intergrated RAMDAC, If nothing it showing for your DAC Type, then the gameplay will be choppy. Reinstalling your drivers or contacting your video card manufacturer should for this problem.

"If you are experiencing odd player controls, such as sluggish reaction from the character; or random and uncontrollable spinning, you may want to check a few things. If you have a force feedback mouse, such as the ifeel mouse or an infrared optical mouse, you may need to disable all background applications that may be running including antivirus software. There may be an icon in your taskbar that you can disable. If this remedy does not work, you may need to simply use a standard non-force feedback or non-infrared mouse. If you have a joystick that you aren't using during gameplay, you may want to either unplug the joystick or disable it in the Gaming Options of your Control Panel, Simply click on the device. and then click Remove."

I own a Game Boy Advance and have been hearing good things about the Afterburner internal liefe. I wone to install one but don't really know a lot about what I'd need to do. Is it possible to do it myself? A store near me offers installation, too, but it's a little pricey....\$40, and that's only for installing it. I'd have to buy one myself or have them order one for me.

GUILLERMO ALDOMOVAR-VIA INTERNET



To answer this question. I recruited our resident engineering god, Star Dingo, who says: "While a properly installed Afterburner does a fantastic, unparalleled job of lighting up your GBA without any plane or Worm Light-like sun specs," the key phrase here is properly installed. And while most users are endlessly happy with their (properly installed) final product, a few folks have complained about some washed-out colors in games like Castlevania: Circle of the Moon and have indicated that they wished they installed an on/off switch for the light along with (or instead of) the included briefitness dail

"If you have any hesitation (and it sounds like you do) about cracking open your GBA, drilling holes in the casing, soldering resistors and wires to the main board (and voiding your warranty forever), don't do it. It's an annoving, time-consuming and potentially disastrous process, and it definitely requires some base knowledge and experience in At GorsePro, Resovery to what we do best. When we

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tinkering around with hardware and electronics We've heard plency of reports on the effects of an improper Afterburner installation; bubbles permanently embedded in the screen; weird prismatic distortion; finding your GBA can suddenly play only Game Boy Color games; even the GBA just plain not working anymore. "Therefore, we highly recommend that you

est your Afterburner installed by a reliable third party. While some locally owned video come and import stores offer the service, online resource PortableMonopolymet has earned itself a reputation as one of the most reliable-and most affordable -- Afterburner installers around, Unfortunately, due to overwhelming demand, there's a back order/wait list (at least a month, last we checked). The company can provide you with an Afterburner and installation for \$50 plus \$7 ship even viceria you'll (2U art ni) entitoned one entit an Afrechumer, Portable Monopoly will install it. for \$25 (plus \$5 S&H) if you send in your GBA and the Afterburner Kit. Check the Portable Monopoly site for full details and the latest pricing and order status; they may have changed by the time you read this "However, if you still want to do it yourself ...

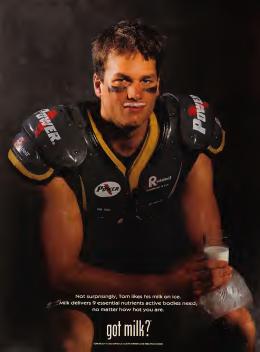
you're probably crazy...but we can't stop you. Check out www.tritonlabs.com (the Afterburner manufacturer's Web site, which sells the Afterburner Kit for \$35 but does not offer installation services), where the users on the forums have ites of good advice about what works and what doesn't refer to that before you even buy an Afterburner, We also have a full Afterburner In stallation Guide based on our experience installing one on our own Web site (www.gamepro.com), complete with lots of photographs and some advice of our own; just search for 'afterburner'you should be able to find it with no problem."

### YOU MAKE THE CALL

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are the customer service numbers to call:





# featuring Hong Kong action star Jet Li, at its Gamer's Day cress evers in late summer. The mesion-based COMES **TO PS2**

Hong Kong action hero to star in personalized PS2 game Sony amounced Rise to Honor, a new action/adve

game, which will feature LI's motion-captured action moves, is currently under development at Sony's internal studio in Foster City, CA Li will star as the gene's hero Kit Yun, a bodyguard

for Hone Kone crime leader Boss Chans, After Chang is assessinated, Yan receives orders from two septrate people-new crime boss Kwan and Hong Kong Or-

ganzed Crime Bureau chief Captain Lau-to verture

into See Emerican and retrieve Chines's despiter Michelle, Of course, this being a Hone Kong film-instered come. he'll have to dake it out with armies of sun-toting criminals once he arrives "Working with the Foster City Studio team has been an exciting experience—very different from making a movie,"

ead let Li in a press release. "The motion-capture system allows for extremely realistic movements and, in addition, we were able to use a lot of actions in the game that we can't normally put in a film. The results in the final game should provide the player with a gamune feel for the action." A absoble preview version of Rise to Honor is still a lone way off. The same was demoed at the press event by a

Sony tester at the conference, but was not playable by attendees. Still, it already looks very impressive, especially considering that its release is a good year away. Sony is tentatively setting the release date at fall 2003.



handquarters for now. The team k, par Mod Chips Okay in Australia A federal sides in Australia sound a rising o

Violent-Game Lawsuit Dis other violent video games prompted see

DOOM III COMING TO XBOX

As the annual ChalerCon in Aurust, id Software head John Carmack revealed that Doom III will be ported to the Xbox after the final PC version is complien. The Xbox, according to Carnack, is the only console platform on which the company plans to release Doom III; he also said that the Xbox port will not lose out on any graphical effects A slightly more complete build of the PC version was running on 2.3 GHz Pentium 4 systems equipped with ATI's

next-een Radeon 9700 card. Carmack took pains, though, to point out that the game was designed more for the GeForce2 generation of cards. Most likely, according to Carmack, the same will require at least a I GHz processor to run comfortably.

More surprising to most ramers is some new information on Doom It's multiplayer modes-or lack thereof. Doom gained fame as a singleplayer game, and this sequel is no exception. According to Carmack, the game will likely support only basic deathmatch with a maximum of four players at once due to engine limitations. Carmack floated the possibility

of an expansion pack offering full-featured multipleyer capabilities. The PC version of Doom III still doesn't have an official release date. However, Carmack said that he didn't want to show the same in multiple



E<sup>2</sup>s levelupe that let is a mine for a release before next May

### **SNEAK PEEK: FINAL FANTASY GAMECUBE** Source may have announced Final Fantaer: Crystal Chronicle for the GameCube

while ago, but it still hasn't shown the world what it will look like. A new Nintendo TV commercial in lagan, however, offers a few more precious tidaits of info The ad, which shows about four seconds' worth of sameslay and a few frame of detailed character renders, reveals a surprising new look for the series. Accord-

ang to lead designer Akizoshi Kawazu, Crystal Chronicle The GameCube Final I will require the GameCube-GBA link cubic, support multiple players, and be much more actionoriented than the other Final Fantasies. The

come's due to hit boso next somes. Meanwhile, Kawazu is also working on a GBA sequel to FF Tactics, along with a graphical

update to Selken Densetsu (called Final Fantasy Adventure in the States).





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Scatt Cahe

# TOME READER II Are these new video game books library hound?

Out of print for many years, Scott Cohen's Zop! The Rise and Fall of Aton goes broand critical and well into judimental—it's more like a verbal spanking. The book's tone is utterly scolding, projecting object hacred toward Atari, its culture, its corporate backers (namely Warner), and video games in general. Parts of the book veer into highly subjective speculation (Cohen suggests that by 1986 "the systems will probably be so crummy that no-

hody will want a video came anymore" and that "the video same industry won't be as enduring as the record industry"), while other comments are remarkably prescient—the author accurately predicted market conditions for the two years that followed the book's publication as well as the concept of the Internet (but he felt it would destroy video games altogether). However, like the products it mentions,

Zob! is an antique now and one that contains several typosnobody amorrised the release, separantly, it deserves mention since it was the first serious video game history book, but the tale has been better told since by Steven Kent's books.

Kent's breat, The Literate History of Video Gomes, lives up to its

lafty ada. Basically an improved, released, and re-titled version of The First Quarter (see ProNews, April 2001), the new edition contains numerous anecdotes from the people who made the games that

airy denils that will make hungry scholars saligate.

made history—from Attrily Al Alcorn and Nobin Bushnell through to Source: Himmodus Salesauchi and Sona's Kay Hirai. The oxides eve the book a parsonal, conversaponal, friendly tone. The broad

scope and authoritative direct quotes make it very compelling as a narragive but just as useful as a reference. It's an entertaining must-read

for students of comitir hottory

Dean Takahashi's Obening the Xbox offers a look at more recent events-ramely, the those and conflict that occurred behind the scenes as Microsoft took the Xbox from concept to correlation. From stunning costs and ego clashes to renegade tactics and aborted plans (a handhold Xboy was almost a reality), the book is all most -- but that most is eventy dry for the first 130 pages, and at times the book almost drowns in mixtu. Dozens of people helped get the Xbox out the door, and at times it's hard to keep track of everyone. However, Takahashi's access is impressive—there are several fiven-the-wall accounts of big Microsoft meetings and some

For a dazzling look at the past, however, check out Van Burnham's Supercode. Subtitled A Vaud History of the Videogeme Age 1971-1984, Burmham's monolithic coffee table book festures stuff rarely seen before -- like photos of the very first video game machine ever (hert: it wasn't Pong, and it wasn't even the Odyssey), interviews with and articles by underappreciseed pioneers, and several cool commencaries. Being a visual history, most of the pages are filled with enormous screamshots, not all of which hold up in quality at the extra-large size—but the book definitely has a slick style, one you'd expect from a contributor to uber-hip Wired as both editor and designer. Look beyond the glossy blow-ups, and you'll find excellent editorial content, too. Chances are most of the impressively does information within Sistercode will be entirely new to modern gamers. Burnhave and her envited cuest weters have done their homework, and the result is a unique and enormous

book about the people and products that created a unique and enormous industry The main alternative to Subercode is High Store! The Mustrated History of Electronic Games by Ruse! DeMarie and Johnny L. Wilson, two established, respected state journalists. Unfortunately, while Heli re covers topics from classic coin-ops to modern masterplaces like Black & White, the book is heavily lopsaded soward the PC. The Game Boy sets less than 300 words, while publisher SSI gets six pages? Only small space is even to console coming and those areas are riddled with obvious inaccuraous-

the major errors on the lone page dedicated to Sega Saturn should have been caught by somebody The book also breaks into first-person accounts by the authors, interrupting the otherwise case. engaging flow and meany interviews. There's lots of truly amazing rare artwork, but unless you're specifically looking for ears of PC history and don't care whether the console stuff is true or not, it's worth womer for an amended second edition.

# **RETRO REPLAY**

The Best Games You Haven't Played (For a While)

# **POY POY**

it's the perfect recipe for chaos. Four bigheaded contestants who have to knock each

in cash. Throw









HE'S DISHING OUT A DOUBLE BLAST OF DEEP PRIED AND DEEP FREEZE,



Spyro's taking his breath to a new degree in Spyro 2: Season of Flame for Gams Boy <sup>®</sup> Advance, With fire, ice and four playable characteric Spyro, Sparo, Agent 9 and Shelfa the Kangaroo, this ona's going to be an adventure of breathlaking proportions.

"Spot States of Pions" latenches print © 2002 Universal Intensitie, Inc. Spot the Grapes and rolated characters are finl and G Universal Interactive, Inc. All rights reserved 1st, 50 and Game Boy Advance are tradecer to of this reliable to the Commission of the Co









Rating: 4.5 It's a crazy plan, but it just might work: Make a same controller. leave out the rumble

effect, install a two-inch fan in the back, slice holes in the cases, throw on some nubber error and, with a wild oversimplification, ta da-a game controller that keeps your hands cool and dry while you play. Amerates include an on/off swetch and two fan speeds for those really sweaty Halo multiplayer matches. The tri-

angular body is comfortable, but the oval buttons are a bit slick and the black-and-white buttons are placed a smidge son bigh. Those are small compromises for a well-executed though weind idea.-- Don Elektro

Price: \$29.99 Contact: Nyko, 888-444-NYKO, www.nyko.com

### Best-Selling Video Game Titles lune 2002

Microsoft

Core Coleman is going so play himself in

sasest distance saled in 24 hours it

C&C Generals...C&C

# **GAMEPRO LABS HANDS-ON PREVIEW**

### SongPro Multimedia Content Enabler About the size of a Game Boy Color cartridge, the SonePro pluts into your GBC

or GBA and essentially turns it into a quick-n-easy digital music player. It has MP3 and WMA runners out of the box, but SonsPro also has its own music format-SPA, for SongPro Audio-which displays album covers, ads, and lyrics on your GB screen while you listen to the tunes. All the player's functions-volume, track skipping, onscreen lyric display.

and more-are easily handled with the Game Boy's recession and and burners. The audio doesn't output through the GB's headphone lack (it uses its own 1/6" inck instead), but its sound quality ranks up there with the dedicated portable MP3 players Since the device was still in beta testing, we weren't

able to test SongPro's download capabilities-you'll be able to download music from most labels legally off their sites and transfer it to the SongPro MCE wa a mini-USB cablebut the hardware's good, and there's just something next about viewin every stuff concreen while lettering to music. Check out www.sprepro.com for

more information, including a final price and release date.—Fernec Fax

# HIDDEN CHARACTERS "DOG EAT DINGO"









# Tetris is back.

 The most popular videogame ever created is back with a new look and variations.

 Existing challenges await you with 6 variations of Tetris in Story Mode and Arcade Mode, including the all new Mot-Line Tetris, Cassade Tetris and Fusion Tetris.



Deceptively simple, completely addictive

 Lash 3D worlds evolve and entmate as a reward to clearing lines and reaching goals. See what each world is meant to look like.

 Enjoy Tetris Worlds together when up to four people play to see who is the best.

(No players only on Garre boy' Advance)















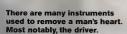




















New Worldwide Leaderboard to prove you're the king of clubs.



Where the best do battle

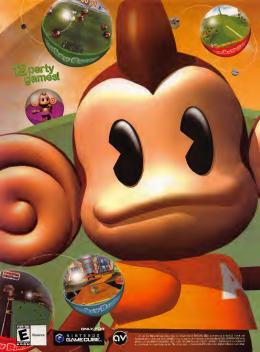














# D-NET-PRO

# SPEECH

VOICE CHAT CAN MAKE ONLINE GAMES FAR MORE ENJOYABLE OR NEARLY UNBEARABLE. BEFORE YOU ROCK THE MIC, KNOW THE RULES.





VALCE CHAT DURING golfing gaming is nothing new, PC programs like Riggy Wilso and Camelolice have embled consentation for Residuo Was. Correaso Sicks, More City Chrise, And Counter-Sirks player for months and years. Now the PSI and Dicks colling games these embraced the arms exchanging more playing than ever will be privilege among which they play. Here are some filtendy process of adults and designation sign so make sure you

# don't reach out and annoy someone.

MUCROPHONE PLACEMENT.
First things first. That takes microphone on your head is more powerful drain; looks, as you don't have to embed it; in your frost useful to be hard. The best place to position the mic in just at the conner of your mouth—most in fromt of it. but between the degree of your lips and your check. This mitimates unnecessary indeed, but you'll sell be heard whenever you speak up.



# BREATHING

Basically, if you could stop, you'd be doing everybody a Ence bocuse it's the single most amoying sound in a voice due, inevitably, someone places the microplaces too close to drein mose or meauth, transmissing stunderous numbings of air to everyone except the person crusing them, if you're doing it, jou won't know



"GREETINGS, PROGRAMS"

A voice due is like any other group conversation—it's polite to secreduce yourself with a smaller Hope, the is Existent" or something to let the rest of the group know you're there. Remember, for the maximum amount of faur, you're going to wret to work with these people, so it pays to start of frends/ Dout's foreget to say thinks and poodlyee on your way out, too.

# COMPLIMENTS

COMPUNENTS

In the same vein, learning a commission or an opponent—know that you respect their mad delit at also a nick white so due if you get fragged by some one who pulled of a nick manusure. It alway so let them show with a simple "Nice shot," You're no less the alpha make for doing it, and it's little comments like this that help build camaraderia.



# ENUNCIATION

"Dragon, look out—there's a froming liding in the breakell on the mart."
What? The fidelity of voice dust is inherently low, it's merer going to sound better than a cell phone. Therefore, it's crucial that you spenk clearly or others won't be able to understand you. It's not a volume thing—you don't need to martinize louder. You need to not martile.

# silence is golden

Sometimes the best thing to say is neching at all. A let of people feel compelled to yenmer all the way strongly a game because why as the microphone there if not to be used? Truckle it, the other players do not need to know every lazt detail of your game experience because they's mobeled in their own, and you'll only



istoked in their own, and you'll only distract them. Speak up when you have something interesting or useful to add to the game or convertation; other times, by all means, just shut up. Nobody likes a chatterbox with nothing relevant to say.

# STAY ON TOPIC

If you're in a public game clast, stay focused on the game at hand. When the eath is trying to syndroids movements for a SOCOM march, don't start taking about hedden—or school, or how early you thought the last issue of Gamelho was. Such temperations may be lared to resist (especially the last own), but consumity interrupting the flow of the game with off-topic better will get you is bud reputation fairly quickly.

# 249Es!

This should go without saying, but watch your larguage if you're among new players. Your tolerance to strong larguage any be high, but the tool strangers you're larging with might least different tales on it is public garant, reset dropping fromtes even if you think it will make you look cool. If you resulty warns impress people, just play a good game. They'll warns you on that warn sout time.



# Wireless Gaming comes calling

Cell-phone games used to be dull and monochrome. Now, with the help of color handselv and some well-known console developers, the next wave of wireless could finally bring some competition to the "real" handheld systems. By Fennet Fox

PICTURE YOURSELF ON a bus with some Henda You both of the control of the control

Has this ever happened to you? If we, you're a little strange—writers gravily, up unif now, mostly mem: that-and-writer to respire, studying such turnly forgestable "dissists" in Smike and Blackpick. This scryr state of affairs is fairly strating a dronge for the better chough, sharks not two very important milezones (secretary phones with color society and whiches solivers developers who accusely know how to make good games.

# finally in on the action

Compared to Every and Asia, America's wireless makes, place has larged below for year. There is a begin demonstration of the place of the position of facility and the position of the place of the position of facility and the position of the place of the place of the position of the place of the place

history danies to two new platforms—JDME from Sun and BREM from Quiscomm—both competing spilint could other flow market share right now to the moment, JDME has believed, Both offer the same basis features full-color screen appears and the skilly or un solwing programs written in Jan or C++ within the phone fault. This allows developers more room to create complex, graphics—this panes on cell phones that apport one of the two platforms.

# n witches brew

To access software that uses any of this, you'll need a J2MEor BREW-compatible handset. The first just-compatible cell phone in America, the Motorola 1954, was released in limites quantities last summer. The phone is a fig-top jobble with a



# Who is Voden05?



www.xbox.com/live

# "Cutting@dae

lineup to J2ME-and BREW-compatible phones, starting with Tony Hawk's Pro Skater 4 in November.

These established companies are joining a growing group of vectoran game developers trying their hand at wireless for the first time. Scott Orr. creator of the Madden and NHL series, left Electronic Arts last year to found Sorrent, a wireless outfit that just announced two multipliyer sports games for cell phones, John Romero, he of Doom, Quake, and Dalkatana infamy, is currently producing Game Boy Advance and wireless titles from his new company, Monkeystone Games. Considering how few people actually own Java-ready handsets in the U.S., the industry has gotton very crowded

This explosion was mostly brought on by wireless service providers and their burning desire for content. "Carriers would like to make money." sins Orr. "but they need something compelling enough to make users spend money to access it. That's where the games come in. If users are willing to spend three or four dollars a month to access your game, then it's an easy revenue source for the carrier." If the carrier has a game on its own service, you can simply put the download charges on your phone billotherwise, you'll evolcally have to break out a credit card.

# the content, studid

The carriers still have a few obstacles in their way before they can challenge Nintendo for a piece of the handheld pie. For one, the Java handsets are still expensive-the (95d goes for \$399 retail, enough to buy five GBAs. There's also the fact that

developers have to worry about compatibility across dozens of phone types, adding an extra burden on game development. "[2ME may have been created to run on small ces, but it wasn't built for gamine." admitted THO Wireless Producer Stuart Platt in an interview with Wire less Garreng Review, "Our development

partners did an arrazing job with what they had to work with." Still, this is just the beginning. All of the developers we talked to

agreed that handset prices will get heaper, programmers will get better at making games, and the number of cool titles will gradually expand through 2003 and beyond. "It's a very exciting time for mobile," says Orr. "Nobody knows how big the marketagrees that it will become bir eventually" (9)

# so what's out there? All of these games should be available for play by the time you read this. The

cost of each game will vary with the carrier, but usually won't stray far from \$3 to \$5 per month. Of course, you'll need to buy a Java-compatible cell phone and sign up with a phone carrier to access the games.

# fox sports on-court live basketball developer: sprrent + runs an: uzne phones

One of two Fox Sports multiplever sports titles coming from Sorrent this fall (the other one's a football game), On-Court Live Busketball is pretty simple -- more of a shooting gallery than actual basketball-but you play in real-time with another player from anywhere in the world. You can even take your character's stats and apply them toward one of Sorrent's other titles to give yourself an onfield advantage. Imagine increasing your Strength parameter by playing baseball then usine your new abilities to kick ass in an online RPG...!



# seca monkey ball

developer: segn nobite runs on sprint pcs phones While GameCube-caliber graphics are a little beyond what your humble cell phone can manage right now, this 2D remake captures the basic gameplay behind Sega's simian navi-

gation simulator. It's even got that aggravating "FALL OUT" screen. Too bed Ami doesn't do that butt stake of his at the end of each level. Of course, it would be a little hard to see anyway

# estroseesh

developer the unreless runs on uzne phones Arguably the best non-sports game on the old

livision console, Astrosmash was the toest of the game industry back in 1980. It's kind of like Asteroids, except you're at the bottom and there's space junk continually thundering down from above. Maddeningly addictive.





tiger woods pga tour wireless golf developer under noble/electronic arts Runs on Jame phones A demo version of this overhead golf game comes free

with most leva-ready Motorola phones. Although it's a typical enough golf game, complete with slanting greens and a wobbling shot gauge, JAMDAT did a surprisingly good job on the course graphics. If you squint enough, you can almost pretend you're playing a GBA game - with the sound turned off.



# A LOST PARTY OF SIX...

WHIRL

# ADVENTURE. ASPHALT. ATTITUDE.

- Original adventure story line that ties in with the gameplay and level progression
- · Eight creative and uniquely animated levels populated with pedestrians, traffic, animals and themed enemies
  - 7 unique characters and 10 scooters can be unlocked, customized, and used by the player.
     Dozens of tracks from 4 genres: hip-hop, rock, punk, and techno spread throughout the game.
    - Dozens of tracks from 4 genres: nip-nop, rock, punk, and techno spread throughout the game









# IT ISN'T LIKE THE ORIGINAL.



Mode or dissolve to Movie Mode in venues that range from scumbag gyms to the world's most famous arenas. But don't plan on coming out unscathed - the damage is way too brutal. As red-blooded Rocky fans know, sometimes all that's left is: "Cut me, blick."











nes Limino except "Pooly" - "Recky" - "Recky" (1 1976-2002 Useful Africis Corporation FDDDT TH United Africis Corporation - 0 2002 Useful, inc. Uniform and the Unifort Entertailes Increased Companyage in the U.S. and by other countries and one used under located from Nacroschi TRI, OS, Gaine Boy Advance and Explorate Corporation in the U.S. and Description of Corporation of Corporation in the U.S. and Description Corporation in the U.S. and Description Corporation of Corporation of

# IT IS THE ORIGINAL. RED, WHITE, BLACK & BLU

# Exclusive

Popular and profitable, Activision's skate franchise hasn't missed uet. Tonu Hawk's Pro Skater 4 delivers just the right balance of freshness and familiarity on the

PS2 and the Ybox. By Don Elektro

s Neversoff segan the fourth installment of the successful Tony Hawk's Pro Signer franchise, one mandate became clear: Innovate or die. The original game established the action sports genra; its sequel expanded on its potential, THPS3 brought it onto the current generation of platforms and-almost beside the fact-brought the game online. The team realized that Tony Hzwk's Pro-Skoter 4 had to incorporate some core improvements to retain its audience. coment its reputation, and keep the sense rolling forward. And thankfully, that's exactly what the same does





# Career Counselina

Like a road sequel should. Tony Hawk's Pro Skater 4 builds on the past while moving to the future. The new game rutains everything that players love about and expect from the franchise, but has enough changes that it's a fresh experience. Some of those changes are significant and structural; others are small twesks. The result, however, is a same with the same addiction level of its forebears without some of the problems that have dogged the series in the past.

The main enhancement lies in the Career mode, which has traditionally been an exercise in repetition: Learn the goals on each level, complete them, then switch to another skatter and complete those same exact goals all over again. That tedium is all gone now-the new ande-place dynamic molves 9 levels, including London, a zoo, Alcatraz, and Izoksomille's Kona skategoric, each packing 15 to 20 goals. Those roals can be completed in any order and with any skater; after you accomplish a goal once with one skater, you never have to do it again (unless you want to, either to try it with a different skater or to improve your score or ranking). This freedom, which is similar to



hase, but the objectives started to get too time o

rite game of all time?

me for my schedule. Holo is also fun. My favorite cor of all time would probably be Harble Madness, since it in me to buy my first computer (an Amiga 1000) the How often do you play your own game online?

The I played it regularly during the testing phase and then sporadically after the official release. I went under a pseu-donym once it went public, and I was happy to firedly be able to beat some people—competing with the Neversoft crew night after night is a frustrating, humbling experience what's found in Aggressive Inline but kicks it up a notch, simply makes single-player fun again-it feels like all play and no work instead of the other way around.

# **Pro Motions**

The Career mode goals themselves have been expanded as well, You'll still find old standbys like spelling out S-K-A-T-E, high-score plateaus, and competition runs, but they're romed by skill tests like spelling out C-O-M-B-O in one extended trick, call-and-response sessions where you must perform a random collection of tricks within a time limit, and amusing oddballs like saving a painter from a deadly shark or range a bikemessenger through San Francisco. Best of all, you'll receive the goals from various pro sleaters and charac-





trick goal in the Shlovard, ma ters you'll meet as you explore levels. your Lip Balanca rating is at least & Ched Musica, for instance, challenges you to best his best three combos

# S49.99 nber #8 players (cedine)









lob Burnquist's broken loop stunt is re-created in an evan more dan

rm in THPS4-but you'll have to earn the chance to attempt it. while cheeky Geoff Rowley tells you to steal the hats of the bobbes in London. A few of the paks build player skills. too, as an example, some of Rodney Mullen's goals are actually mini-tutorials on the finer points of flatland tricks.

Naturally, the further you progress, the harder the goals become, but after you complete a sat number of goals, you'll unlock the Pro Challenges-extremely tricky tasks specific to each skater. Bob Burnquist's Pro Challenge is based on his winning King of Skate stunt, where he skated through a fullpipe loop with the top removed. In the the Pro Challenge unlocks even more difficult copis for experts to achieve. Throughout the some placers held unstat points and cash, the latter of which is used to unlock secret distractors, new costume elements, hidden levels, reward movies, cheats, and more. With 190 goals to accomplish, it will take a while for even the most experienced players to reveal all thet Tony Hawk's Pro Skater 4 has to offer.

The increased interactivity with other characters really makes the game feel more alive and organic,



endon-not only will they knock you wn if you're near, but you must also wetch for new barriers on lep two.

ROTIP: For the high store goals at the Zoo. head over to the birdhouse-um, aviery. The tight ips penals on the ground and the ralls in the roof also you all you need for his combos. What's been the biggest inc series? Like, for you, what changed the gameplay for the better most dramatically?

The The online aspect didn't get as much recognition for how revolutionary it was, and I believe that it

was the biggest improvement between 2 and 3. Secretly, I was happiest about the revert feature—it

allowed a vert skater like me to finally link combos

GP: You've said in the past how you dislike the

# Engine Mechanics The changes run deeper than the single-player structure, how-

ever. Tony Hawk's Pro Skater 4 uses an entirely new engine. which makes possible more complex environments and more graphic goodles than in the past, Visually, THPS4 might not look fundamentally different at first, but spend some time playing and the enhancements become obvious. Player animations are noticeably improved you'll snot more subtlety of motion on halances for instance, and some skaters can incorporate props into their more fantasy-oriented special tricks. Also, clothing and boards deteriorate-knees on jeans become scuffed, while board graphics grind away a bit after radioldes. They're small but yeary cool touches. It's difficult to tell the visual difference between the two consoles, except for better

reflections and some motion blur effects during special tricks on the Xbox-nothing that will

specitive sport—emphasizing the X-Games sals and showdowns and whatnot. Has that attitude gotten any better!

THE Definitely. People understand that you don't have to be a top competitor to make a living at it. Many of the too names in skateboarding never mpete (many of those in the THPS series in fact). Gft You've been referred to as "the Michael landan of skateboarding" quite a bit recently. Does that tide bother you? Since comparisons are inevitable,

who would you rather be compared to?

It doesn't matter to me. Being compared to sel Jordan is a huge honor, but I feel like skatebearding is too diverse for me to hold that title. 6P: You're a hero for a lot of skaters and nonskaters alike, Who's your hero?

Til: I have had a few growing up, namely Eddie Bauera (former pro skater), Evel Knievel, and Steve Caballero. Lately, I would say my late father and Lance Armstroor

GAMERO COM LETTERS GAMERO COM

GP: Can you offer a little background and a status report on the Tony Hzwk Foundation?

to and from the bir rames media's seeming need to make skateboarding a CAMPEG NOVEMBER 1002

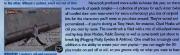




d of the pipe end work your wey back end forth



Newwork produced more audio in-house this year, so there are thousands of speech samples-a collection of phrases for each skater (who all handled their own voice-overs for extra authenticity) plus lots of scripted bits for the characters you'll meet as you skate around. They're varied and personalized-of you're skapps as Tony Hawk, for instance, Chad Muska will call you over by name. The soundtrack is filled with a mix of old-school metal and hip-hop (fron Maiden, Public Enemy) as well as some bands just about to break big (Riogang Molly, Eyedea & Abilities). One small but amazingly cool addition is the ability to create your own playist-you can toggle the 30-



et you cen link two eirs with e revert, ing one trick on each side

# **Grind Online**

Tony Hawk's Pro Stoter 3 was the first PS2 online game. Now that Sony has finally caught up with Neversoft, the team has pushed even further forward. The P52's online mode supports eight players instead of just four; incorporates a new "Homie List" so you can track down and play with your friends, and edds team play (ever wanted to show off in a 7-on-1 Trick Attack? Here's your

chance) as well as more samepley modes, loining last year's Graffici. Trick Attack, Sto., and King of the Hill are Combo Mambo, which rewards the biggest strings of tricks; Goal Attack, which uses the Career mode events to test teamwork; and eternal online standby Capture the Flag. Players can also turn collision off, so that every pass by a fellow. skater won't result in a smackdown. (The Xbox's System Link mode supports all the multiplayer stuff listed above, too, but it's networked, not online: THPS4 does not support Xbox Live.) The park creator returns as well, but online play gives at the ultimate boost-build a killer skatepark, upload it to

Neversoft, and if it passes muster it will be made available for download and online play soon thereafter. If you start an online game with a custom park, it will be sent to all who

# Still the Best

If Tony Hawk's Pro Skater hadn't changed, there was a good chance that it would have stagnated and started to lose its loval audience. Neversoft and Activision have prevented that from happening here with excellent implementation of great ideas. If you don't go for action sports games, Tony Hawk's Pro Skater 4 probably won't convert you. On the other hand, if you've found yourself bored and constricted by the series' structure, this is the game that might win you back. @ Note: At press time, the GameCube version of Yany Hawk's Pra Skater 4

join your session (the park files are super-small).



allenge, you can link the tricks he calls out into one ombo without touching down between each one GPt A fair amount of gamers are getting their first expo-

TH: We started the foundation to support the construction of quality public skateparks in underprivileged (low-income) areas. We have already helped over 50 skateparks get started in the U.S. (Editor's note: Check out www.tonyhawkfoundation.com for details.) You just signed up with Activision until the year 2015.

Will you even be skating when you're in your mid-40: are you planning Tenchu 7: Skate Minja or something! THE I will always skate, just not in the capacity that I do nowadays. I don't want to yeer away from skating's earity with any of the names

sure to skitting through your games. Do you feel pres to be sort of an ambassador of skating, or a role model for people who might take up the sport breause of THPS TH: I try to focus on my skating more than being a esperson for the sport in general. I'm happy that ize me in that light, but it was never my on. The fact that people started skut they were into the game is still one of the biggest









The new spine transfer enables ver combos over spines end adjoints







Choose from 44 of your all-time favorite fighters. It's Capoom vs. SNK2 E.O. with custom fighting Grooves and the most radical features of any lighter on the NNITENDO GAMECUBE™ system - including exclusive Extreme Offense controll Deliver incluse combos and deversating super moves at the touch of a single burinoff this pieus, controll the level of your fighter's strength with the new Fire Ratio System."

Let the battle begin in this system defining arcade fighter.



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TO SURVIVE, YOU MUST CHANGE INTO A WARRIOR















# Take This Jobe The only thing better than playing games for a lining is making them. Wanna try in of monthly's special two-part regord, some of the north ormacond models in the state of t

report, some of the most successful minds in the biz share their secrets on what you'll need to make games for love and profit. By Dan Elektro

# GAME TESTER

Ing Salary Range: \$20,000 to \$30,000

Duties: Quality Assurance—OA for short—is often cited as a good place to start your game career. It's very hard, almost anonymous work, but your skills in finding, describing, and helping eradicate bugs and defects in software can eive you a reputation as a problem-solver in short order. Analytical and communication skills are imperative, as are commitment, professionalism, and a high tolerance for playing the same game for 12 hours a day over the course of four to six months -or lorser Welcome to the ground floor.

#### What was the first major lesson you learned once you started working in the industry?

CN: Man cannot live on caffeine alone. QA work involves long hoursyou must get sleep. QA often has to flex around developer/publisher

time frames. JW: Rexibility. You have to keep an open mind when trying to create something new because problems will inevitably come up at the weirdest times. Being able to react quickly with new solutions keeps the project moving

forward. In testine, it's important to seek out the unexpected SI: To keep your eyes and ears open, and only open your mouth when it's the right time. Learn of the dos and don'ts of making games. And don't take it so seriously...after all, they're video games and are supposed to be fun. CM: Do not play the game, I got sick of every game I tessed very quickly because I tested the game like I would play it at home. I soon realized that I was going to have to approach every project with a little more detachment.

What are some common misconceptions about your job? CM: People often marvel at the fact that I play video games for a living. It sounds great on paper, but the fact is I play one video game for three to nine months at a time, often working 18-plus hours a day, seven days a week

CN: It is all play and not work. I get to do whatever I want. I can get free games for everyone who meets me on the street and knows I work for Play-Station. It is entry level work. I get to play every game. I always get to play games I like. Everyone I meet, interview, or make recommendation to hire thinks these things when they walk in the door. When these people learn the truth, they learn they need a résumé and that this is a job with professional standards, procedures, policies, rules of conduct, and reports to be done. It is up to the individual to take this job seriously enough to turn it into a career.

SA: That QA is not important. This is definitely a misconception because, after all, we are the people in the company who are going out there and playing tons of games, and we are also the last to review a product for bugs before it goes out the door. We also give our suggestions on what the game does and doesn't need. So, we are important and should never be overlooked.

JW: It's not just getting paid to play games all day. QA works on projects while they are in development, which means they are inherently broken and

often not much fun What academic focuses would you recommend for some-

one who wants to have your job someday?

CM: A tester's primary concern is documenting bugs, so good writing skills are critical. Any knowledge of programming, art, or design theory helps because a good understanding of the product makes a better tester SJ: Gain experience by playing a lot of sames—sood and bad. Also, you must

be good with people and have a sense of humor because you will be dealing with people everyday.

JW: Anything that develops a person's writing skills and logic. Communication is essential throughout a game's development. A tester has to be able to retrace the steps leading to a problem and then accurately describe it to another person so they understand how to fix it. Often, a bug will involve multiple steps to reproduce it. Being able to think through all of the steps involved in re-creating a bug requires logic. Math or the sciences tends to help hone this ability. In addition, QA spends a lot of time proofing all documentation and in-game text for spelling and grammer

# Earlier School Daze Still in high school or even grade school? Here's some advice that should last you through senior year.

If all you do is play Final Fantasy and Halo, you're only sampling the top one

percent of games out there-and if you're going to make it in the biz, you'll need more experience than that. You'll have to go deeper-like to the bottom of the barrel. Go rent some stinkers this weekend and study them; pick them apart. How and why did these games fall? Can you figure out what the team was trying to do and see where things went wrong? Anstyze what could have been done better across a handful of titles, and you'll start to see percan be extremely enlishtening

terns emerge. Sometimes a spectacular failure

Talk to your teach

GAMEPRO NOVEMBER 2002

The acquisition of career foundation skills still lies in your daily studies. You can't be a good programmer if you stink at math; you can't be a good designer or tester if you can't write. Find the subject that best matches your career goal (English, calculus, art. band, whatever), and let your teacher in on your plans. They can belo you focus your studies

This is what they live for-students like you walking in and saying, "I know what I want to do with my life." Explain your goals, tell them your interest and tell them what you're doing on your own to prepare for your career. They can get you on the right track for college scholarships, admission guidelines,

and job huntier skills Moke a name odd-on

Doom and Quake offered gamers more power than ever before, thanks to the modification community that sorung up around them. Custom levels, new player models, personalized skins and textures-there's almost no aspect of Quake-engine games you can't monkey with. The tools are out there and they're free, as are some excellent fan-built tutorials and thriving support communities. Try to re-create your home as a Half-Life level, or create a skin for, say, your favonte GomePro editor. It's worth getting involved in some hands-on stuff.

The advent of the Web has unlocked a wealth of info that was previously available only to industry insiders. As Tommy Tallarico suggests, read Gamasutri

WWW.EAHERDO.COM LETTERASSANEERO.COM

CN: Some business computing courses, lots of English, and some form of exterior interest in an esoteric field of study. You may find that someday you have to know all the answers to every question in the video game version of Jappardy' in order to reproduce a software crash on the highest difficulty setting. I had to do it once-I have witnesses.

#### is coilege a necessity, a really good idea. or not required for your line of work?

JW: I think college is a really good idea. Many people think that just being a good gamer or having a good idea is enough to get started in the industry. From my experience, everyone in the business is a good gomer and has a "killer" idea. What sets them apart is usually a well-rounded education or special skills. The industry is competitive enough now that companies pick and choose candidates, looking for those who bring something special to the position.

SJ: For this job you don't need to attend college. There are a lot of producers who did not attend college, started in QA, and worked their way up.

CN: College is a really good idea. Having a high school diploma and lots of gaming experience will get you an interview, but you have to be able to prove that you are everything that is wanted in our department, and you have to have the ambition to become more than lust another contracted worker who is here to daim a paycheck.

#### What's your advice for breaking in as a game tester?

SJ: Play a lot of games, familiarize yourself with what is out there, but don't go too crazy. After you apply for a tester position, call to check if they are still hiring. Don't

return too often to fill out an application-maybe every few months or so, but not every week. CM: A technical background or a creative/technical writing education will yet you a job anywhere. Get a rood resumé together and start e-mailing it to every company you can think of. Get a video same messzine and find the Advertisers' Index. This is a quick way to get the names of

other game companies that you had not thought of. JW: Having a passion for games and a willingness to work hard will get you in, but the testers who stick around are the ones who can sit for hours -

pulling out all of the bugs and then effectively communicate them to the production team. Maintaining focus and discipline is important in an environment filled with distractions. The other thing that is appealing in a candidate is diversity and flexibility. Being the best at first-person shooters is great but useless if you are assigned to an RPG or you won't test other types of games. Having a wide background in different types of games and plat-

forms makes you more valuable. CN: Knowledge about games is important; being com-

puter literate is excellent; strong communication is important; you must be very analytical (we have tests); and knowing who needs people helps, too. We are a Japan-based company, so knowing the Japanese language may give you

bility feeture of the PS2, demonstra a leg up in some places. decrination." Designer/Tester Past Projects: Jedi MechWarrior 3 QA Manager Trevarch Extended and

extra interviews available at GamePro.com!

rector of One ity Assurance Past Projects:

Tony Hawk's Pro Skater, Quake III Arena, Spider-Man, Return to Castle

Correct Project: Wholever Activision's making now

Christopher Senior Qualit Anaivst. SCEA

Past Projects: Backwards cornual

tion of PS2 online feature at COMDEX Current Projects: "Building a GA process for final approval of software for our online group. Getting the microwave fixed or replaced. World

Keight, Curse of Monkey Island.

Current Project: Ratchet & Clank

Past Projects: Spider-Man, NHL 2X2

Current Projects: Kelly Stater's Pro Surfer, Minority Report

CONTINUED >

(especially www.gamasutra.com/education) and check out industry organizations like IGDA (www.igda.com), G.A.N.G. (www.audiogang.com), IDSA (www.idsa.org), and even the ESRB (www.esrb.org). They're all acronyms you'll be dealing with on a regular basis once you're in the bir. and you can learn about them (for free!) today.

# If you're in high school, you're probably looking for a part-time

job to help you pay for your game habit anyway. Why not get hired at a local software or toy store? You can get a view of the industry from the front lines-how games are marketed, how companies shap products, what other gamers are interested in. what gets returned the most often, stuff like that. It's pretty valuable intel. Plus, there are those two beautiful words to consider: "Employee discount."

ke your own complete go There's always the do-it-yourself route, and there's no shortage of books out on the market to help you make your game ideas into (virtual) reality right now. Stop by the computer section of your local megabookstore, and you'll find everything from Game Modeling Using Law Polyson Techniques to C++ for Dummies, Most of 'em come with a tutorial CD, too.

If you're more of an idea person than a programmer wannabe, check out Awesome Game Creation: No Programming Required, Second Edition by Luke Ahearn and Clayton E. Crooks II, from the kings of game career books. Charles River Medis. The book includes a CD full of low-tech programs like The Games Factory and GameMaker-perfect starting points for getting

your ideas out of your head and onto a screen. This new edition includes a tutorial on gmax (see GamePo, luly) as well as basic image creation utilities. Visit www.charlesriver.com for complete information

For the more technical minded, there's also Pearson's Game Programming Storter Kit series (version 6.0 of which is due out in October). In addition to a CD of game creation tools (tutorials in C++ and DirectX among them). the set includes Marc Saltzman's excellent Game Design: Secrets of the Sages, wherein the author corners some of the business's brightest gaming minds and gets them to open up about their art.



# PROGRAMMER

# Starting Salary Range: \$50,000 to \$100,000

Duties: Code-aligning and black maps; Programmers are indepensable because they do the rusts and bolts work, writing the core instructions for the computer to curry our. Programmers generally take the elements that other team members create—assumds, larges, untitial insuligance, rules, and every other aspect of a game—and make the computer understand it all the 3 highly technical position and as much a vocation as a curver orbica, but programmers can crease huge something from fastionarities from fastionarity cordins; Bus taked and crease huge somethings from fastionarity cordins; Bus taked and crease huge somethings from fastionarity cordins; Bus taked and crease huge somethings from fastionarity cordins; Bus taked and the programmers can crease huge somethings from fastionarity cordins; Bus taked and the programmers can crease huge somethings from fastionarity cordins; Bus taked and the programmers can crease huge somethings from fastionarity cordins; Bus taked and the programmers can crease huge somethings from fastionarity cordins; Bus taked and the programmers can be a supplementation of the programm

# What was the first major lesson you learned once you

started working in the industry?

GD: This would be back in the late 1970s, so the lessons than were "always use more than one cassette tape when making a backup."

85: You can't do it all. Being part of a team means you have to work as a team, and you can't do everything yourself. You have to be able to work with others

and you can table every any gourses. On these do to a complete the way to want to work the order to accomplish the task together, or you'll never skip on time.

BH: It's a lot of work, and it's damned hand. We started out as three guys with no experience making games, so we didn't really have anyone to turn to when we arm into a really bough problem. In the first couple, years, at least

# once a week I would run into a problem that I had no idea how to begin solving. Within the first year, every developer discovers that making a publishable game takes much more effort than they thought. What are some common misconceptions about your job?

GD: That we play games all day long.

BS: Lots of people think you just press a few buttons and the objects just appear on the screen and move around. Being a programmer means you're

the guy who creates that button first, then pushes it.

BH: "If you can program in C, you can make games." This is a fiercely competitive industry, and it takes much more than competence in a programming.

### What academic focuses would you recommend for someone who wants to have your job someday?

language to stay affort.

BS: Everything now is created with C, Assembler, and math. Since all gime platforms are quickly being forced to utilize 3D, you really need to understand how it all works.

BLE I you win to be a join programmer these day, you need a very strong bedginged in mind in Polysic it, as equicity important to be good in femer sights and vector unthinder. Brancy in CIC++ is calen for greated for smy protects, but strong anneally language ablicted and understanding of low-level CPU and strong in the protection part of your services. The proper who was to origine programmers | you was no accorded in give programmers who included to also to soor IPC of only they not such do the meth in all analysical services which is provided to the strong in the property of the p

# ls college a necessity, a really good idea, or not required for your line of work?

BM: It's a really good idea. There are a lot of people with coilings degrees in companie ruteries who are epilegio break into the industry, so if you don't have a degree and you don't have any experience, the only way out an going to get an interview be through personal connections or a very strong reference. Credericals adds, you do need the equalment of a cloge deuterion in computer science and mush in order to be competitive. If you can teach disks to yourself, I say go for it.

GD: It's a really, really good idea. It grounds you in the real world and gives you knowledge that you need and a foundation for your career.

85: A few years back, I would have said it's a really good idea. But now, with our current generation of syssens, you really need the upper level ideas and knowledge about math, physics, higher level coding, and lower level coding.

#### What's your advice for breaking in as a programmer?

BH: Check the Internet for what game companies are hiring and be willing to take a low-paying juniorlevel programming position in order to get your foot in the don. This industry is very competitive, so if you

menus, start/finish, rules, and controls all tweaked.

Do some things that show dedication to your

project; that's what gets you to the next level.

have a lot of talent, your company will quickly pay you what you deserve in order to keep you.

GD: Salek with it Look as leinens as

GD: Selck with Ir. Look at Johning an organization like the IGDA [International Game Developers Association] to meet people in the industry. As chairman of the IGDA, I know we've been doing a lot the lists year to reach out to people srying to break in.

BSC: Do what is takes to create a game from start to finish now. It can be a simple little racing game, puzzle game, whatever. But people want to see that you can take your ideas, stock with them, and make a finished product. Don't you they are an and the second to be the society of the just drop blooks and pills them up, but how society.



Correct Project: Mortal Keenhat

Past Projects: The 7th Guest The 11th Hour, Quake III

Current Project: Decen III

Midway Games

Past Project: Sts

Hunter for the GBA





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# SOUND DESIGNER

# Starting Salary Range: \$32,500 to \$37,500

Duties: It's an accepted sad truth that most people notice audio only when it's bad. However, as more consoles set hooked up to home theater systems. world-class audio is becoming a priority to many same developers. It's the sound desireer's task to make sure the sound effects, voices, and music are not only high quality, but also match the mood and actions of the same. This encompasses everything from real-world sampling for historical accuracy to making up sounds for fantasy weapons, ships, and people who don't exist.

## What was the first major lesson you learned once you started working in the Industry?

77: That doing a great job is not the only thing you need to deal with. Politics and business are half of the world

EK: I learned just how different and difficult it is to develop sound for nonlinear encertainment. You have to create sounds, compose music, and record disloyue that will play appropriately in many different situations, in film there would be only one linear path to the story or a character's actions, but in games you have to find the best solutions to every possible player path or character action

FAT: Things that seem obviously important about putting audio in a game are not obviously important to most people. Even if they are, there are often other things that take priority. Sometimes these other things help the game more than audio would. When audio is not the most important thing, one can take a low profile and do what's good for the same.

# What are some common misconceptions about your job?

TT: All you do is play sames and write music all day.

EK: When I reli neonle that I work on sound for stones, they say, "Oh, so you write all the music?" Music is the most recognizable and tangble aspect of sound design on games, but really is only a portion of it. Sound design involves not only music, but also dialogue, sound effects, and ambient sounds.

FAT: That you are out to best your

competitors-that would be like Bach trying to "beat" Brahms. That somebody in the game business is looking for a fresh new audio person. That there is a desk in a major game developer's office somewhere that is not covered with demos from people who have made several Hollywood films. That there are rules about how game audio is done. That there are established methods and tools for doing game audio. That the above are bad things.

#### What academic focuses would you recommend for someone who wonts to have your job someday?

FAT: This assumes that you already know what is needed to make good sound, which is... the ability to make good sound. You can bump that up a notch with various foci, such as audio envineering music, film, that kind of thing, EK: Having computer skills and audio engineering skills is necessary. Studying

Past Projects: Fastiworm Jim 1 and 2. Spider-A CONTON Never Dies Corrent Projects: Unreal 2, War of the Morsters. Street Hooss

The Fat Man. Team Fat

Past Projects: Wing Co. The 7th Guest, 200 more Current Project: Spangetob Frik Krohor

Load Sound Designer/Directo EA Las Angeles Past Projects: Medal of Hor sories. Clive Barker's Undyna Current Project: Medal of Hono

be just as musical as a song is key to creating a dynamic soundscape for games. 77: A study of music is always helpful, but learning software tools and being an apprentice to someone who is already doing it is much more advantageous. Going to the Game Developers Conference and E3 is also very important. The best thing to do is join the Game Audio Network Guild (G.A.N.G.) at www.audiogang.org. One of our many goals is to help people who are interested in game audio gain enough knowledge to go out and do it for a living Is college a necessity, a really good idea, or not required

music composition is also very helpful. Understanding how a sound effect can



FAT: A really good idea, but not required. Remember, friends, there is a big stinking difference between what you need to "get the job" and what you need in order to be able to contribute the maximum beauty to the world in your short lifetime. Pick which one you want to do, and give it a very good shot EK: Obviously, if you have the skills and natural talent, a degree isn't necessary, but I think having a college education is important for any line of work.

What's your advice for breaking in as a sound designer? TT: Join G.A.N.G. Put together a great audio demo of your best stuff and send it to every company out there. Learn about the industry, then go to industry events and meet people.

EK: First, make connections. It is sometimes hard to break into this business If you don't know people who are willing to put in a good word for you. Second, really know the industry and the products. Listen to games and get a feel for how you would make them better. Third, when you apply for a position, be sure to send some land of demo that shows how you would like to be doing sound for a game. Just sending a CD of music to a company that is looking for a sound designer may not be enough to get you in the door.

FAT: All you need is love, and that's no bull. @











# The Doctor Is In

a gorilla to a spider using Dr. Muso's amazing Splitze Gun



r. Muto, the genius mad scientist whose latest experiment accidentally destroyed his home planet, has been the center of a metha fromy with the unveiling of his amazing new "Splizz Gun" technology. Muto's Solizz Gun enables him to mutate and morph with any living organism in order to accomplish tasks no human could achieve alone. According to Muto, the Splizz Gun's morphing ability will be key in his attempts to rebuild his

world. "I simply sample some DNA and 'BANG,' I morph into a mouse, spider, gorilla or any other creature I see fit to become," Muto madly muttered in an exclusive

World News Watch interview. "It's not that I am a megalomaniac. I just want to play God." Muto's technology is

receiving so much attention and interest that he will begin selling the Spligg Gun through TV

Use a wide variety of gadgets only a read scree-tist could invest such as Rocket Bosts and the Super Baller

infomercials next month. Also, leading videogame nublisher Midway has entered into an exclusive deal with the doctor for the release of an action/adventure videogame based on his becarre and intriguing life and his Splice

Gun technology. Information about Muto's vidcogame, simply titled, "Dr. Muto," is revealed on www.drmuto.midway.com, which is a website devoted to Muto's universe of baffling puzzles.

mind-bending devices, freskish Defend yearself monstrosities and twisted humor. resenst burly Is Dr. Muto the 21st Century's excuse Churke. Einstein, or just another madman? and other beach Judge for yourself this fall pecu of your rival, Professor when "Dr. Muto" the videogame videogame platforms.

releases for next reneration

Professor Burnitall is energy magistrate of the the matural resources of e planet in the system, he's meeter at making course resor recently, who told us, 'He's a marriac energy reserves as the estalysts! PAH"

PROFILE ON



Fall 2002

Coming Soon

Coming Soon











# Previews

# No One Lives Forever 2: A Spy in H.A.R.M.'s Way



# One of the best PC games in recent years was No One Lives Forever, a semi-spoof of the spy

films of the 1960s. Taking the role of UNITY agent Cate Archer, you had to use sly gadgets and realworld weapons to take down a host of evil operatives known as H.A.R.M. In NOLF2, H.A.R.M. has returned, and this time they want the lovely Cate dead. Obviously, this will cause some serious problems for Ms. Archer as she trots the globe, saving the world and looking good doing it





action you enjoyed in the first game, but this time ith a flow extras. A Dous Ex-like system of skill points will enable you to improve Cate's skills at



exactly like someone else's. The ability to disarre and search fallen enemies will allow you to dis



able foes you've put to sleep or to crouse for first aid, armor, or reports. Of course, there will also be more weapons and gadgets, including a hairspray blowtorch for welding looks and a spy camera dis





After playing the preview version, it's easy to see that FPS traffblazer Monolith is at the helm. NOLFZ's graphics are already toprotch with a "hish-detail" setting available only on the finest PCs (the screens on this page were en at "medium detail," and still look spectacular). and the music, voices, and sound effects were gorgeous in the early build. The game already feels like a tongue-





Make your friends envious! Make your enemies mutate!

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"Before I got my Splizz Gun, my studio tment was way too cramped. Not enymore! Now I just morph with the first spider I see, spin a web in the corner, kick back with a bowl of bugs and watch the tube. Thanks, Dr. Muto. Your fiendish gadgets rock?"

Doug Morris, Nodesto, C

To squeak through the tightest spots, don't be a man be a mouse.

"DICES chromosomes! If SPLICES DNA!

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Use a wide variety of gadgets

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# Earth & Beyond









EARTH & BEYOND SOUNDS ambidious on paper, but it's

even better in practice. You'll start out with a fully functional spacecraft, an immensely customizable pilot, and a huge galaxy to explore, and choose your own path from there. E&B's threetiered experience system will allow you to become powerful without ever laying finger to trigger because experience enmed through tracing and exploration is just as valuable as skill gained

through combit. Over time, you'll upgrade your ship? systems, your spacecraft's hull, and your own skills as you head deeper and deeper into the abves

ESB has made lesos and bounds in the few months it's been in beta, and it shows in the ever-growing.

engrossing story line, the fantistically detailed ships and ronments, and the constantly evolving sense of reals being in outer space. Control is nearly effortless, and there's already a deep tutorial system in place to show you the ropes. By the time you read this, the remaining performance and aphical issues should be fixed, and Earth & Beyond should be ready











to blast off @







# Asheron's Cal

events of the original Asheron's Call, the land of Dereth has emerged from a conflict that tore the surface world asunder. You and thousands of her player characters will enter the post-war

orld and have to find a way to survive. For Ash eron's Call players, the game map will be familiar but ruined. And now, for the first time in an online RPG, it's up to the players





and by Torbin Target release date: Nove





AC2 will feature huge upgrades in graphics and ameplay, but the biggest fors will focus or

making the game easy to pick up for newbles and giving the players themselves a chance to shape the world. You'll have to help rebuild Dereth's cities, repair broken forges and shops, and participate in monthly plot events that could change the landscape of the game. You'll also be able to choose from three races (Human, Lugian, Tumerok) and tons of options for customization. All this and quests, monsters, magic, and powerful weapons, too. 3





Five bucks says you've never seen a raccoon do anything like this before.



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plany is tool any score had good in combination will arrive once or afters. Erref one coupen per title or in-stack items once flot solf on pilan pandones. Notice on in-stack items , no estratedia. No disclaim Coupen most be propored of of combines No croses. Coupen motor is 1,700 of one curr









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They Station" and the "PS". Finally Gay, one supported modernals of Staty Composer Extentionment land did & Bachte Tile Procurate Copicy 60/00 2001 Staty Computer Entertainment America lac Control and Revoluted by Resulting Bay, Inc. Booker & Dank TAY/FD 2002 Staty Computer



# Previews

# Tom Clancy's

Rainbow Six: Raven Shield





ire eighes locked on a slew of sharp refinements. Leading a counter-

rorist squad, players will deal with biological-weapon depots, bank robberies, and more in 15 single-player mis-Key upgrades will include visible first-person weaponry.







Drawlessed by Uhi Saft Montrealized Storm Published by Uhi Soft

Torget release date November



FIRST LOOK



# echWarrior 4:

Dovelaged by EASA Studie Tublished by Microsoft Torret release date: Nevember



THE WORLD of MechWarrior, there are heroes and there are mercenaries. In MechWarrior 4: Mercenaries you'll be joining the seedler side of the known universe, where you and your eight-man team of mercen fight for the highest bidder. Mercenaries will feature all the explosive Bettletech action from MechWarrior 4, but this time you'll be able to recruit a secondary team and direct them to take care of minor objectives. There

new moves like Mine prone. @







WHILE THE IDEA of playing assassin justly earned the first Hitman plenty of props, several rough patches, including clunky controls and the unforgivable absence of an in-game save or control configuration, sent most gamers in search of greener pastures. Fortunately, Hitman 2 has the potential to lure them back as the preview version sported those M.I.A. features, along with much slicker graphics and stealth-heavy, story-based missions that continue the tale of Mr. 47, the genetically enhanced assassin. As long as the feel of the controls is improved before the game's released, Hitman 2 should succeed where its predecessor fizzled.





















Demon scum this fast require something with a little more pop. So ditch the sword. Dump the stars. And grab hold of the Gurcon<sup>112</sup> — official Demon-Slayer of bad ass







#### Battlefield: 1942

Developed by Digital Musico # Published by EA Games \*Target reliase date: Suptember

HANDS





ATTLETIELD: 1942 WILL bring you a team-based, vehicle-heavy WWII take on Counter-Strike. You'll play as either the Axis or the illies as you use real-world weapons, tons of different vehicles, and a

ealthy suspension of disbellef to take down your foes In the preview version, the action felt a little

chanky and slow, but it was nice to hop inside a tank and bunch shells at the enemy. If the developers can tighten up the frame rate and controls the PC could have a new battle on its hands. @













#### IF YOU'VE EVER watched Capo Kirk or Pleard lead the Enterprise

\* Published by Activision Torret release date: Decomber





into battle and said, "I could do that," now's your chance. In Starflest Command III, you'll choose from three campaigns (Klingon, Federation, and Romulan) and

halfd your reputation (and your ship) from the ground up. As you grow in noto-









ARX FATALIS IS already known for its unique magic



system, but judging from the preview version, there's definitely more there to brag about. You'll take the role of an amnesia: prisoner who must defeat evil machinations of the cult of Akban. You'll fight against goblins, demons, and more as you rise in experience and learn tons of powerful spells. The magic system, in which you'll have to draw runes in the air with your mouse to cast spells, will work better than you'd expect, lending an air of practice and skill to the game's spell-slinging action.











## in on exclusive *ComePro T*-shift

Hey, can you take a few minutes to answer some questions for us Please fill out the following survey and fax, e-mail, or mail it (or a copy): to GomePro by November 30, 2002, Or so to gamepro.com and enter

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E-mail			
November 102			

Please indicate whether you read and. If so, how useful you found each of the following sections from this issue of GomePro. Circle "All" if you read the entire section, "Some" If you read part of the section, and "Norsi" if you old not read the section. If you read any part of the section, please let us know how useful it. was by circling "1" for "not at all useful" to "5" for "very useful." Thankat 

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What system do you consider your main game system? (Pick only one.) Dreamcast □Macintosh □PlayStation 2 ☐ Game Boy Advance □NeoGeo Podet □PS ont ☐ Game Boy Color □Niccordo 64 □SinerNES ☐ GameCube □PC/Windows □Xbox □ Grosss □ PlayStation

3. What game system do you plan to buy in the next 12 months? (Nok only one.) □Dreamcast □Macintosh □PlaySution 2 ∩PS one Game Boy Advance □Nintendo 64 Game Boy Color □PC/Windows EDXIvw. ☐ GameCube

TIESPN Marazine

Game Informer

□#SM

☐ Sports Mustrated

□ Title & Tecks

HOW TO ENTER

4. Please indicate. ... Please indicate which of the following publications you purchase or read at least □ Game Nov TI Official Xhoy Massaine □ GameBo □ PC Gorner □ Electronic □ Maxm □PSE2 Gazine Monthly □ Nintendo Povero □ Official PlayStation Magazine (OPM)

5. Would you like to see expanded editional coverage on the following: Game Penpherals . . . . . . . . . . . . . . . . . Yes . . . . No Online Garnes Yes No 

6. What games would you like to see ProStrategy Guides for

Dead or Aive Xtreme	you would like to see on a Kingdom Hearts	□Ninp Gaden		
Beach Volleyball				
	☐ The Legend of Zeida	☐ Resident Evil Ø		
Dovi May Cry 2	☐ The Lord of the Rings	☐ Star Fox		
□ Doom III	The Two Towers	Adventures		
☐ Dragon Ball Z	Metal Gear Solid 2	☐ Star Wars		
☐ Final Fantasy XI	Substance	Bounty Hunter		
☐ The Getaway	☐ Metroid Prime	Steel Battalion		
Grand Theft Auto:	☐ Mortal Kombet:	☐ Tomb Raider Th		
Vice City	Deadly Alkance	Angel of Darkner		
C Gran Turremo 4				

8. How did you get this copy of GamePro! □ Subscribed ☐ Purchased at the newsstand

□ Other

9. Have you ever visited the Gome/to Web site (www.gamepro.com)? □Yes

10. Do you plan to play online games with the PS2 or Xboxf PS2: FTYes DNo Xbox. □Yes

Tell us what you THINK!



\*Published by CDN Theret release date: Neverther





#### **Project Nomads**

THE EARTH'S SURFACE has been destroyed, and now humanity lives on tiny floating islands in the sky. As a Nomed, you'll have to meet up with the spirit of a Master Builder and use his advanced technology to turn your floating island of rock into a flying battleship of death. Strategy, exploration, and action elements will combine with Project Normads' creative story and design to bring you z PC game like none you've played before. The game's controls could use some work, but even in the preview version, the game's individual feel was intact. (3)







Dougland by Lorina Staffer ablished by CD Target relesse date: S





ITS NAME HIGHT be a little sily, but Divine Divinity will be anything but ridiculous. While it looks at first glance like Diablo, Divinity is setting out to be a much deeper role-playing experience inspired-according to the developers-by the old-school PC RPG mistirplece, Ultima. You'll









rorists, my gans, hardcore hacking, and weapon manufacturing. A preview version consisted of an





player Daus Ex. Neocron will bring a dark-future world to the table, complete with robots, ter-

line tutorial that sported graphics as good as last year's best FPS titles and action that made most current MMORPGs look turn-based. You'll run around the future in a first-person perspec dve, and you'll fire automatic weapons and rocket launchers while collecting blueprints and co ponents for better weapons. If the online game can keep up with the offline demo, Neotron could we PlanarSide a run for its MIMORPS money.





IT BEGINS AS A DREAM...













Fall 2002 PlayStation 2





...THEN IT GETS REAL.





## JETPACK 3941 FOR YOUR SAFETY



















#### JETPACK CONTROL





JETPACK CARRY-ONS







MINEFIELD AVOIDANCE





#### IN CASE OF MISSILE LOCK THROW:





#### DO NOT THROW:







#### FALLING TO YOUR DEATH





ENTERING TRANSPORT







#### OUT OF AMMO



1 READY







ATTENTION: IF YOU CANNOT PERFORM THESE FUNCTIONS, PROCEED DIRECTLY TO TRIBES. SIERRA. COM FOR A TRIBES VIDEO FEATURING "DOWNFALL."

. DON'T FLY ALONE, PLAY WITH UP TO 16 PEOPLE OVER MODEM OR BROADBAND USING SONY'S NETWORK ADAPTER, SHARE THE PAIN.

- JETPACKS LET YOU TAKE THE CARNAGE AIRBORNE. THE FORECAST CALLS FOR RAIN-OF BLOOD.
- · CATCH BIG AIR-AND CATCH THEM UNAWARE-WITH EXTREME SKIING, JETPACK-STYLE.
- · CAN'T GET IT UP WITH YOUR JETPACK? JUMP IN A FIGHTER, BOMBER, ARMED TRANSPORT OR GRAVBIKE.















PlayStation<sub>2</sub>2

Exclusively for the PlayStation\*2 computer entertainment system.





ble new feature will be an additional Mission mode, where you'll take a fighter through a series of tests, such as blocking incoming attacks or striking an opponent a certain number of times, zmong other tasks. *G* 





slowed by Every Entertain

#### e of the Dragons

thanks to fresh fighting software for those cheery, red Neo-Geo cabinets at your local arcade Rage of the Dragons will be the system's latest 2D fighter, nging 14 original characters together for two-on-two old ol brow's in the ruins of Sunshine City Partners will be ble to burn rush opponents at the same time for devastating Team Duelex attacks, while First Impact attacks will poo ene

to their ally's pow eter. Race of the Dragons is available









# Crimson Sea

Heart-pounding, cinematic-quality, real-time graphics. Feel the rush as you decimate swarming enemy masses! The visual and sound effects of these tremendous battles push Xbox<sup>rs</sup> to the limits















## BOY ADVANCES >>>>

#### Contra Advance: The Alien Wars EX

WILL THE MASS market ever get borred with the connucopia of SNES classics that are



omitted the ability to dual-fire that you had in the onarral. Second. Korami has added two new side-

scroling levels to Contra Advance m e m

but has also removed the two topdown levels from the onginal, keep

ing the number of levels at a measure six. Although the new levels are worthwhile, many Contra players may miss the change of pace. Don't worry,

though - while change is often a scary thing. the preview version played as clean as the SNES version.

Even the most fanatical fans must admit: Contra Advance: The Allen Wars EX will still be good of Contra. @



good and published by Kenami

Tarret release date: November





















#### Ballistic: Ecks vs. Sever 2

THE FOLLOW-UP TO the first-ever FPS for the GBA is setting out to prove that good developers can work around the limits of hardware. Based on the preview version, the sequel has shown a mild improvement in graphics. although the had most were still but a blur of contrasty pixels. The controls were pleasantly accurate with tight aiming and competent strafing, and targets were easily filled with lead once identified as such. The early build even featured a singer rifle, but unfortunately, it didn't include magnification. The GBA's envelope is being pushed again, even if only slightly.









SPIELEERG'S Minority Report asks a lot of moral questions, one of the beyest being. "Is it fair to preven munder by amestice someone with out giving them a chance to actually commit the crime?" The game will pose a different, more comedic question: "Is it sustified to kill \$6 thurs and seven innocent civilian while on a mesion to prevent one murder?" The preview version's sample fighting system could some times be frustrating, but new









It's time for someone small to do sometifing big. It's up to Susart to help Margalo return stolen jewelry and delegat, the Falcon, You'll love adventuring a Stuart titler through P big levels and 12 mini-games, including driving his roadster, flying his biplane and, of course, enjoying some awesome skateboard action. It's the Big Apple. You're the size of a small apple. This init going to be easy.

















## ME BOY ADVANCES >>>>> Ce Vilens



#### Pokémon Ruby/Pokémon Sapphire

#### NINTENDO HAY OFINE about innovation every year at E3, but it knows bester than to fix



what an't broke. The two GBA Pokemon games will work exactly the same as before. Your trainer will collect badges and try to fil up every entry in his (or her!) Pokedex, It's what's in the details, however, that will be new. The sames will feature over 100 new Pokémon, a refined battle system that enables you to use two creatures at once, a four-player linkup mode, a female trainer, changing weather and seasons in-same...in short, nearly everything Pokéfans have been hoping for. @









#### Spyro: Season of Flame



REJOICE! THE SECOND HINGS Spyro's seasonal adverture is upon us. The purple dragon's now adventure won't be unlike his previous GBA title, Sesson of Ice. The preview

version's controls were as clean as the original's, and a mix of isometric, too down. and side-scrolling levels helped keep the gameplay varied. Fans of the first GBA Sevro title can set excited for more levels and new characters (including Agent 9 the Space Monkeyf), even

if Season of Flame may feel like more of the same @





#### Rayman 3: Hoodlum Havoo

IL MARCHE... MAIS il n'a pas de jambes. While Ubi Soft's limbless French wonder tackles the ghastly Hoodium armods and deals with the Dark Lum menace in beautifully rendered 3D on the Play Station 2, Xbox, and Game-Cube, he'll take on a different, 2D challenge on the Game Boy Advance. The gameplay and art style of Rayman 3 for the GBA will seem strikingly



played the gorgeous Rayman Advance — only this time, instead of being a Playwill be an all-new a distinct oldschool flavor. @

























#### aged and gablished by Nintend · Target miesse dets: Hoversber

#### **Metroid Fusion**



SHOCKING SECRETS OF the Funky Blue Samus Suit Revealed? After Samus archestrated the ve cide of the entire Metroid population on SR388, the X Parasite (a creature that has the ability to take the form of its prey...and a favorite food of the Metroids) suc denly became the dominant species. After being infected by one of these parasites, parts of Samue's suit had to be removed and Merroid cells were injected into her bloodstream in order to save her life. Now she's immune to the X and able to "fuse" with the X after blowing up the creature it mimics—bringing a whole new cool gameplay mechanic to all the of 16-bit SNES Super Merroid-inspired goodness.











#### Kirby

IF THE DEARTH of Game Boy Advance games about inflatable sink golf balls was starting to drag you down, prepare to expensance Joy in your life once azun, Kirby's first GBA adventure will be a 2D side-scrolling platforms with top-tier animation and a bew of crazy, colorful worlds. Aside from the usual jump/float/inhale-enemies-and-steal-their-skills brand of side-scrolling adventuring, Kirby will encounter a number of whacked out mira-games, including reflex puzzles that pit him against a seemingly endless

array of samurai in one-hrt-and-you dead duels. Kirby's cute, ves...but watch out. The boy will suck ou your eyes, if you're not careful. 6











#### Dragon Ball Z:

Legendary Super Warriors

JUST WHEN YOU were about to sacrifice that old Game Boy Color to the obsolete technology god along comes Goku to keep your ritual screwdriver at bay DBZ: Legendary Super Warriors will be a card-batting/RPG hybrid that lets you re-enact memorable DBZ battles from the Salyan through Maijin Buu sagas by building a deck from five card types (damage, beam, defense, support, and command) and dueling against 19 characters from the Drogon Ball Z universe. You'll also be able to link up with a fellow DBZ: Legendary Super Warmors-havin' friend to trade cards and battle for Super Salyan dominance.



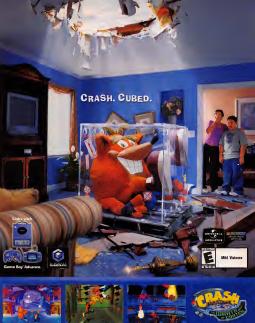
Maybe you ARE Earth's savior



next time we meet.



Buu's Guard Squared off



Special delivery, one Bandicool. The Wrath of Cortex comes to Vistendo GameCobe. With super-last lead limes, explosive action and Game Boy" Advance connectivity, Crash is breaking out of the Cobo. crashbandicoot.com

lenco Bamilicular logif dia statomana di Militarios

## ME BOY ADVANCES))))) 'EV LONS



Developed by Game Arts Published by Ubi Salt Target release date: Neve

ed by Rigary Creations Published by Disney Interactive Target release date: November

#### Lunar Legend



for the Segs CD has finally found a publisher in the form of Uty Soft, Arryone expecting little to have changed will be in for guite a shock-while the preview build featured the same characters, it also featured wholly revamped graphics, redesigned dungeons, different town layouts, enemy cards, a new world map (no more walking 'round the overworld'), completely different plot elements, and even an enhanced battle potem. Of course, the voice-overs and fully animated cut-scenes won't be present which was admittecht a huse part of the original's charm-

THE "GBA-ENHANCEO" Version

of the oneinal Lurar: The Silver Star



certainly seems to live up to its nameit has taken Disney's animated Xtrame sports/science-fiction reinterpretation of Robert Louis Stevenson's classic pirare-themed novel Treasure Mond and reinterpreted that as the kind of



3D isometric action/adventure where neighborhood Police Stations are

laced with spike pits and lava, 100 coins give you an extra life, and blue keys mentably open blue doors. Aside from these triedland-true comenlay mechanics, the preview build featured smooth animation and colorful graphics, cool Psynergy-like powers doled out by an amorphous, hovering, pink, sidelock thing, level layouts that were clever and fun, and more clockwork-and steam automatons than Mr.





farget release date: No

#### Fire Pro

Wrestling 2

ALTHOUGH THE PREVIEW build of Fire Pro Wrestling 2 didn't feel drastically different than its predecessor (stiff animation, a slow pace, but lots of good control and customization options), most of the key new features will lie behind the scenes: A new ownership mode will let players manage their own wrestling team and a super-heigful practice mode will help newbies learn the ropes. Of course, the series' great little create-a-wrestler mode will also make a comeback.



Stevenson could have ever possibly dreamed.

WHILE USE SOFT'S motocross racing game may not win any points for titular or conceptual originality, the preview build boasted the smoothest, fastest 3D terrain engine yet to grace the small screen. Three race modes, four-player link support, 18 courses (playable in reverse, too) with shifting weather. nine motorbikes, and a flock of digital flamingos in the Kilimanjaro desert could make this one the potential champ of the GBA racing circuit, -- 8v Stor Direct

#### Tomb Raider: The Prophecy WHILE THE NEW PS2 Tomb Raider promises to herald in an

all-new era of non-tomb raiding for Lara Croft, players who fear change can still get a hefty dose of Lara's chosen profession in the upcoming GBA title, a 2D interpretation of the traditional Lara. antics. The preview build did a good job of translating Lara's array of leaping, ledge-grabbing, and dual-pistoled side-flipping moves into a 2D environment. It also featured detailed fly-bys that made figuring out which ancient switch unlocked which archaic door less of a convoluted mess of befuddled maze-wandering. You can check it out now, before Billy Bob Thornton buys out the entire warehouse.







## WHICH SIDE ARE YOU ON?

For sears, you've watched the conflict. Now you must make a choice. Who will YOU be commander of the imperited Earth Federation, or leader of the notorious Zeon Forces? Choose your side, then prepare for the fight of your life, in Mobile Suit Gundam Federation vs. Zeon. Hail Zeon!

- Arcade Style Split Screen Action for HEAD to HEAD or TEAM BATTLE!
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- CHOOSE YOUR SIDE! Play through as either a Federation or a Zeon pilot.
- NEW OUTER SPACE CO NBAT! Take full advantage of 30 environments with fast and furious battles in outer space!

Federation vs. Jeon is great. / it's easy to control, and exactly the same is the arcade game, with even more features!" — Familsu Magazine

# GUNDAVI Familia FUNDAVI Familia Magazini

## FEDERATION 45. ZEON-









GOLD AWARD





PlayStation 2



## DYANCES >>>>

ONE WOULD THINK the Belmont family had run out of strapping yours men to fight the exil resolicurse/reberth/slumber party of Dracula, not so. This time we've got juste Belmont-her to the Belmont name, master of occult affairs, and amateur intenor decorator.

#### It's Not a Boomerang-It's a Cross

Harmony of Dissonance once again faithfully copies the PlayStation's Symphony of the Night. The DSS card attacks from Circle of the Moon have been replaced with magic books that you can combine with your weapons, plus you can save anywhere you want.

Otherwise, there's almost nothing new here...other than lusta's von for decorating empty moms with furniture that he finds.

Vampire hunting takes such a toll on the mind. How About a Stake Dinner?



Nm, using Fire spells to attack instead

PROTIP: Hegic is a great way to plow through ennoying monsters. The Fist sub-wagner combined with the ke book is perticularly powerful

Kiss those bleary eyes and halogen lamps goodbye Not only can you actually see the graphics now, but they've also

been drawingly improved with buse mongers and wild 3D effects that gracefully glide across the screen. Sadly, something terrible happened to the music in the process-it's muddy, slodding, and reminiscent of four-channel NES soundtracks The beyong flow though, is the overall lack of challenge -- luste's attack spells are way, way stronger than his whip, and most

PROTIPS The Mex Silmer comes in two colors-orange and green. Touching double-tump over him if you're cornered. Although it's worrisome to see such a majestic series start to run out of originality, Harmony of Dis

of the bosses are total pushovers BOTIP: You can't run in this game, but you can sonance is still a fine Castlevana stame in its own right. It just feels more like Castlevana than Circle of desh. Deshing is very useful egainst sword-wielding enemies because it always seems to propel you just the Moon did. Now all Korams needs are some new ideas for the next rame. (6) berely out of their reed

#### Egg Mania

THIS COMPETITIVE PUZZLE/ACTION hybrid has more going for it than you'd initially expect from an apparent Tetris clone starring (for some

reason) self-mobile eggs. Your goal: grab blocks as they fall with your little egg avatar, rotate them, and hurl them down to construct a tower to reach the top of the level before your opponent. Too many holes in your structure will cause the tower to collapse, while a bovy of egg-hacing killer wholes, homets, and weapons chucked by

our opponent add to the already paracked pace. The same works best if you have two players, and the graphics and animation are actually some of the most lively to grace a GBA screen yet. Unforturarely the few other modes (including a "hot potago"-like Bomb mode) aren't nearly as structurally sound as the main game, meaning these ovoid

anthropomorphs won't hold your attention forever.





#### **Monster Force**



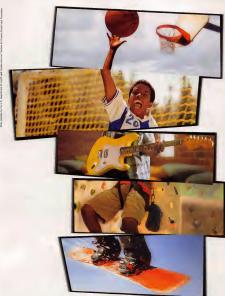
him behind an obstade and polt him

If YOU ASKED a random guy on the street to design a game around some Universal movie monsters drawn to look cute (almost anime-like), he'd very likely come up with Monster Force, an

overhead shooter bearing a passing resemblance to Goundet. Choosing from three monsters, you're charged with exploring nine sorta-creepy levels, solv ing "old-school" 16-bit switch puzzles, and shooting cosmic rays at a seem ingly endiss range of pumpkin-thermed enemies There's really nothing to complain about with the gameplay. The graphics

pack a lot of animation into the small screen, and the control works roughly the way you'd expect it to (although collision detection can be an issue). It's the dispersee lack of innovation that's the problem; everything here has been done a hundred times before. SNES-style gameplay is fine and all, but on a system that already has a dozen or so solid SNES ports?





be an action figure.

# You are Now Free to Move Move Mout the Castle

From deep within an enchanted eastle, a captive princess calls for a courageous knight to rescue her from the keep of a foul dragon... The legend returns,

Experience this next generation legacy from the visionary creators of the original arcade classic.



Retarn to the bair





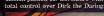


Over 250 chambers loaded with traps, puzzles and secrets.











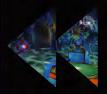








#### Who needs nine lives



Rewind time to throw the world in reverse and uncover secret oreas.



Hit fast-forward to tockle challenges that require you to be



om on pouse nots ot frozen











#### when you can control time?



enemies or grab any hassle.



Recard yourself during wild adventures, then replay for twice the Blinx™ action.



Ga sla-ma ta make everyane seem like they're stuck in mud as yau and "The Time Sweeper""da domage.



#### SNEAK P-C-E-V-L-E-W-S

## Resident Evil Ø









#### The first playable version of Resident

Evil Ø has been released, and based on this demo-which was also on the floor at this work F3-lonetime funs of the horror/survival franchise can expect another long, memorable night of fright. Ø is set before the first RE ti-



Team member Rebecca Chambers and the events that led her to the Spencer Mansion, Following her crash-landing in Raccoon Forest, Rebecca meets Billy, a former may officer, ,, and that's when all the fun beans. All action in the preview version took place aboard a monster-infested

train (it's more like a mension on rails, ...but never mind), which is-according to Capcom-just one of the game locales. Pre-rendered backgrounds did an amazing job of creating a frightening atmosphere, especially with an abundance of subtle details and atmospheric effects.



#### "Somehow, They Must Survive M

Each Resident Evil game has some type of unique innovation, but \$ may have the coolest one yet. Dubbed "Partner Zapping," you'll control two characters and be able to switch between either player on the fly by pressing a single button. When both characters are together onscreen, you'll be able to assign parameters to the uncontrolled one - such as back-up the other person, act alone, or act as a team. Naturally, various situations will require different tactics-a feature that's



sure to lend a unique strategy aspect to the game. The other innovation will be the elimination of item boxes, enabling you to drop any item anywhere. Despice the appearent complexity, \$'s play scheme should be simple to master, and it will be identical to that in the first GameCube RE title. Actually, the only criticism of this playable demo is how brief it was; the final product promises much more playing time as \$









Early in the game, Rebecca and Billy

are segarated from each other. Here's

in example of how they salve aug-





will be a two-disc set.















## SNEAK

#### **Metroid Prime**

#### A LONG TIME AGO, IN A GALAXY, ETC...

it's been nearly 10 years since Samus Aran gave Mother Brain the hendache to end 'em all on the SNES. The wait for Matroid Prime has been a migraineinducer in its own right, marked by fears of a first-person shooter fisseo and concerns about classic gameplay elements getting lost in the fray E1, however, washed most gamers' worries away as Nincendo proved to

everyone that there's still plenty of classic flavor to Samus's "first-person adventure." Samus's morph ball ability will still play a major role in the game. combining old bomb-yourself-up tactics with new rolling-in-a-halfpipe techriques; and old standbys like the Wave Beam, Ice Beam, Grappie Beam, Energy Tanks, and Missles will be integral parts of Samus's interstellar arsenal



by rolling on certain types of tracks, and a rather innovative and ubiquitous canning system that gives her clues bout how to proceed, boss weaknesses, and lore about the environment she's exploring



voloped by Petro Studios Vablished by Nintendo Target release date: Novem

















#### CAN HEAR YOU MORPH

Prime showed off some amaz-(most impressive: frazen ruins with enrurtaines trapped beneith the ice and a room pro-



like a glant insectoid Parssite Queen and a creature made of whirling, gravity-defying boulders But a few questions still from large-will Samus still be able to use frozen enemies as platforms! What's to become of the Screw Attack? And what about the titular Metroids—did they happen to hitch a ride to the Chezo ruins on Tallon IV? Ever

the enigma, that Samus Aran

















# MINORITY REPORT

STEVEN SPIELBERG'S FUTURISTIC THRILLER EXPLODES ONTO ALL NEXT GEN GAMING SYSTEMS. **FALL 2002** 

#### EVERYBODY RUNS







PlayStation 2



GET IT THIS FALL ON DVD



CAVEBOY NOVENCE



















#### Godzilla: Destroy All Monsters Melee

#### \* Developed by Pipeworks Software ■ Published by Informers Tirret release date: October







that what took mankind hundreds of years to build, their kind could destroy in minutes. Pipeworks Software is successfully expang into that obsession with its upcoming fighter, Godzilla: Destroy All Monsters Meles, and not only will it get the look down of every monster; but it will also capture each creature's roar and special wer perfectly with fluid animations, bombostic lighting effects, and punishing sound design. The preview version of Godzilla played great, Attacks



could be strung together to unlessh seismic combinations, and each creature had his own array of special moves and beam attacks. The fully destructible, skyscraper-sprouting metropolises, which acted as arenas, added an extra layer of depth; buildings could be used as projectiles or to provide cover. Darting between buildings, you raced enemies to grab randomly spawning health and energy powerups, which gave the game even more intense energy Throw in a campy sci-fi plot, and the result is a cataelysmic engine of destruction, rampaging your way this October: 6











#### **Red Faction 2**

THE ORIGINAL RED FACTION Was one of the PlayStation 2's first great first-person shooters, and this sequel looks like it will follow the "more bigger, better" recipe in all the right ways. Set five years later, Red Faction 2 moves to Earth and follows a new cast of characters (so no Parker; the original's main character). As a nanotech-augmented soldier in the service of a corrupt dictator, you and five fellow soldlers will rebel against the regime, though you'll always play as Alias, a demolitions expert. Your team members' sniping, piloting, hacking, and other skills will come in handy, but only as NPC-style cameos. On the multiplayer side, Red Faction 2 will deliver fourplayer split-screen action in the usual modes like Team Deathmatch, CTE and so on

The action in a hands-on preview version already looked seriously hot, featuring much sleeker graphics and an improved Geo-Mod engine, which enabled you to blast apart walls to solve puzzles and otherwise proceed. New vehicles, such as a chooser and mechsavie armor, were paired with new methods of destruction, including grenades, nightvision, and the ability to separately fire two weapons As long as development stays on track, Red Faction 2 looks like



Daveloped by Velition Published by THO Target release date: November

















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> Now on Nintendo GameCube enhanced with a new quest and full offline multiplayer mode.

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Be the first to go online and download new quests to prolong the action.

Split-screen action as up to heroes team up or compete iggest Phentasy Star yet - n

Office or On - Challenge Mode and Battle Mode are at your finger tips Real-time combat against new, more powerful monsters





CE / SCHOEDAM, 2002. Builty Par Logic and the dealer & synthetics involved Meanur game an guidalered by 1960 km. 1860 and the 1860 beginning as registered to







evelaped by Dungle Jublished by Microsoft Tarrict release diete: Winter 2003









people figured it would be a "Halo I.I." a quick littie update with online play and maybe a new map or two. Fortunately for gamers, though, Bungle is more dedicated—and more talented—than that Although game details are still scant, Halo 2 will include everything you'd expect in a first-person shooter sequel: new weapons







to fire, new aliens to kill, and new vehicles to send flying



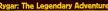




















The story begins as Rygar's homeland, a small island in the

sics, Rygar the Restorer is being revived. Salvaging a character as old as Rygar may seem unnecessary when more popular characters such as Tecmo's own Rvu Havabusa (Ninia Galden) are making a comeback, but Rygar plans to prove himself to the next genera-

tion of gamers with a polshed bettle system and, of course, updated graphics.







FIRST LOOP











All else has falled. The lines between good and evil have been drawn: There's you and there's everybody else. Your weapon is a 40-doot-tall walking death machine. Your mission is destruction. Sarich, heliopoters, buildings, the plaint tiest. Welder to two win the 31 storentry, where peace is one of those things you read about.



for added destruction play online with Xbox Live. Engage others on a massive scale. Download new 'Mechs, new missions, even enemie







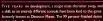








#### Star Fox Adventures



a shift to an entirely different console have been kind to the game formerly known as Dinostur Planet. The 99 percent-finished demo build of Star Fox Adventures proved that the interstellar vulpes' first out-of-ship escapade should more than satisfy your need for a quality Zeida done-it's essentially The Legend of Star Fox: The Ocaring of Space. The Link-ish lock-on targeting system worked beautifully, and Fox had a wide assortment of cool tools and abilties (including those of his dinosaur sidelóck, the unfortunately named Prince Tricky) to dole out at his puzzle-solving beliest If you're worried that Star Fox Adventure's N64 roots will show,

rest assured that Rare has done a thorough job of eliminating all the old technological leftovers. Star Fox looks to be one of the most visually rich games yet to hit the 'Cube with graphical stunts like disturbing fur textures for Fox and his furry compatriots, shockingly smooth and diverse character and facial animations, and massive boss battles. What Banjo-Kazooie was to Mario 64. Star Fox Adventures will be to Link's N64 legacy...classic Nintendo gameplay given a strangely British makeover.

















\*Developed by Hudson Soft Published by Mintendo

Target release date: October





Mario Party 4 SUPER SMASH BROS. MELEE. Super Monkey Ball 2. And now, this thing called Mario Party 4. Yes indeedy, the 'Cube is lookin' like where it's at for gamers who aren't antisocial hermit freakballs.

The hands-on demo of Mario's latest four-player festival of ab surdity retained the same board-game/mini-game rules of the three orisinal N64 titles roll the dice, move your piece, play a mini-game find as many stars as possible before the turn limit is up, screw your fellow players as often as possible. Little

has changed aside from the graphics (completely redone for the GameCube) and 90 brand-new mini-games (no repeats from previous games) that ranged from bouts of basketball-hurling to tracine lines with crayons to picking up your friends with a skill crane. Five boards and eight characters (including underground favorite Waluigi, Wario's lanky purple compatriot) will be available right from the outset







IO NOVEMBER 2002





the harburger single-player merriment that was Super Smash Bros. Melee's Adventure mode. Now all



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## evieus



Developed by Artson Published by Microsoft Traget refease date: Octobe







## nx: The Time Sweeper



BLINK: THE TIME SWEEPER is the latest in the new glut of games that give players the liberty to camper with time. But how can a cat alter time, you ask? Bliror will accomplish this fantistic feat by collecting specific sequences of Time Crystals, which resemble hellucinggenic cereal marshmallows and come in several varieties; pink hearts, crescent moons, purple crosses, orange pyramids, and blue diamonds (sorry, no lucky clovers). In an early build, the time control abilities were integrated nicely into the gamephy, accessed through a VCR-like control panel that enabled you to speed up, slow down, pause, and even rewind time. For example, when Blinx got to an impassable chasm where a bridge had collapsed, a Rewind command caused the bridge to rise from the rubble, granting easy passage where before

expect a lot of deep philosophical ruminations: Blinx will collect items, buy power-ups, and battle his way through worlds consisting of three levels and a bass. But rest assured that Blinx will suck up a lot of your free time with his temporally abnormal vacuum apparatus, if given the chance. The surresitty of shooting park benches and russy drums at smiley green blobs

while coming unstuck in time should entertain through sheer weirdness alone.













- \* Financial aid availab

3300 University Boulevard Winter Park, FL 32792







School of:

by Full Sall Gradua Brian Germain

- · Game Design and
  - Development
- Computer Animation
- Digital Media
- Film
- Audio
- Show Production





 Developed and published by Segn. Target release date: November





AT LONG LAST, Sega's classic ninja has been reborn-and in grand style. It's the near future, and a new ninja embodies the Shinobi name to defeat the menage of the Oboro clan. This game will be rated Mature for intense battle scenes in which Shinobi's blade literally slices his opponents to pieces. The proview version's incredible graphics showcased Shinobi's sleek common distudios functorio body armor







throwing knives on his forearm, and a lengthy sourf that seemed to be place) awasome dinematic cur-scenes, and well-rendered 3D unironments that will take your breath away. The hip, techno soundtrack kept pace with all the enscreen action,

too. The camera angle and perspective sot a little unwieldy in the midst of the fighting and required some practice to master; however, different challenges will require different attacks, so this game won't be just a button masher. From the looks of it, Sega is creating an incredible ninja game deserving of the Shinobi name.











HOUSE OF THE DEAD 3 will continue the story of G and his asso cistes as they try to stop the zomble-producing experiments. The gameplay will still entail one to two players simultaneously blasting the undeed using an external device. Sega will not manufacture a light-gun this time, but third party Mad Catz has already signed on to release one. Knowing that there will be some gamers who won't want to buy an extra peripheral. Sega has

































# TAKE AIM ON TERROR.



"This new Resident Evil is gonna scare the hell out of you Be afraid. Be very afraid." -Electronic Gaming Mor



Resident Evil

TURN OUT THE LIGHTS. LOCK THE DOOR...LIVE THE NIGHTMARE ONLY ON NINTEND GAMECUBE."









#### The Getaway

SONY IS HOPING to share in the recent success of crimethemed games with The Getaway. Though it may sound like a Grand Theft Auto III rip-offa third-person, car-jacking,

roam-anywhere adventure through the city streets —The

Getaway promises to have much more. The game's visual highliving will be its location: Every building and street-down to the

signs, streetights, and even the cracks in the roads-will mirror those of London. But aside from the realistic graphics, the gameplay should be just as engaging. You'll perform criminal deeds for the ruthless Mob, like torching a restaurant, chauffeuring a gang boss, and gun battling with the

local authorities. The preview version already made you feel like you were involved with the slums of the underworld, but the frame rate still needed tweaking. If that's fixed, you can expect a smooth ride within the rough streets of The Getaway this November: 6













Published by Enix

Dordeped by SCEE Liverpool "Published by Sony

Target release date: Nevember







ROBOT ALCHENIC DRIVE (RAD) will take another approach to the already saturated much game genre. Instead of arm-

ing your robot with a gross amount of weaponry and blasting away at everything that moves, you'll concentrate on its controls. The game will perform

more like a simulator as you'll have to maneuver every aspect of the mech including its left and right steps, the swing of its arms to punch, and of course, the

firing of its weapons. If that's not enough, you'll also control your player character from a third-person view. You'll need to stand where you can see your much fight, but points will be deducted if your mech falls on you, so the placement of your mech is just as important as where you are standing. Though it sounds complex, the gameplay in the preview



























#### **Grand Theft Auto: Vice City**

ONE OF THE most anticipated games of the year has finally been revealed. The successor to Grand Theft Auto III will take place in the fictional tropics of Vice City during everyone's favorite decade of bad music, the 1980s. You can probably expect a lot of Miami Vice lokes, along with the usual mayhem-carriaddings, shootings, and











#### Superman: Shadow of Apokolips

OKAY, THE LAST Superman title was a bust, but Infogrames' PS2 version just might have the stuff to bring Supes fans out of their forcesses of solitude. The proving version showed tight, celshaded graphics based on the Superman animated series, authentic voices provided by the show's voice actors, and some real wallsmashing, x-ray-vision-using action. Some of the controls could have used some work, and the graphics needed a little tightening. but if this game has its way, you'll no longer be embarrassed to













## SNEAK Previews

#### Marvel vs. Capcom 2

LONG STARVED FOR 2D fighting games, the Xbox and PlayStation 2 will finally get their due with one of the most entertaining browlers ever created. Marvel vs. Capcom 2. A fighting buffet of more than SO characters from both the Marvel and Capcom franchises, MVC2's three-on-three battles will be remarkably encertaining, although the game will rely less on skill than, say, Street Fighter Alpha or Capcom vs. SNK.

The two playable versions of this game featured the prerequisite dead-on ontrols and a dynamic audio track. Visually, however, the Xbox version was



the more polished of the

two platform offerings as fighters sported finer details and less distortion than those on the Play-Station 2. Both versions showed some slowdownwhich is almost understandable with all the onscreen activity-but hopefully that will be cleared up before the same hits the shelves in November, Otherwise, Marvel vs. Capcom 2 should provide hours of 2D-fighting fun. @



















#### **DDRMAX Dance Dance Revolution**

ALL THE fun and embarrassment of Dance Dance Revolution can be yours on the PlayStation 2! Yes, after three PlayStation versions, Konami's



after alf). However, the real hook will be the editing mode that enables DDR addicts to create, save, and trade their own dance routines for the game's soundtrack, which will consist of over 65 sones—the most tracks for one game in DDR franchise



Doroloped and published by Ken



HANDS.O

history. The game will also feature a new type of step—a freeze step, which will force you to step and stay "stepped" with one foot while your other foot (or arms, if you're one of those freestylers) keeps going. The beta version played identically to previous DDRs, so the main difference of DDRMAX will be a matter of depth. @



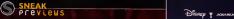
NITER



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FIRST LOOK

#### Return to Castle Wolfenstein

ACTIVISION IS ANTICIPATING that the excitement generated by Return to Castle Wolfenstein's success on the PC will CATTY OWE to the PlayStation 2 crowd. Standing somewhere between the Medal of Honor games and Majesco's upcoming Blood-Rayne, RTCW will offer both resilistic WWII combat and a plethors of preternatural affectations. You'll play as B.J. Blaskowicz, the patriarch of the FPS genre, as he battles SS goons and mutated monstrosities from the Nazi's Top Secret Zombie Laboratory.











cloped by Bestronic Arts Los Angeles Published by Electronic Arts Tirget refesse date: Nevembe







## Medal of Honor Frontline







# SNEAK

# Lara Croft Tomb Raider:





partner Kurtis, who is shown here in a couple screens along with a handful of new pics of Ms. Croft herself Kurtis is a former Legionnaire and member of the Lux Veriforis, an occult order shut down by the Alchemist, He'll

have significant fighting ability, but he'll also possess some limited occult powers, giving him a different feel from Lara. His main weapon will be the Glaive, a razon-sharp disk that he throws and controls in mid-air using his telekinetic abilities. Kurtis's segments of the game will center mostly on





ploration and sneaky stuff. His role in the game will be small as compared to Lara's, but it's good to see a new playable character in the Tomb Raider franchise.





HANDS-ON

#### Quantum Redshift

FEATURING MEMBERS OF the production team behind Wipeout,

developer Curly Monsters is readying its futuristic weapons-based racer. Quantum Redshift, for release on the Xbox

Developed by Carly Measters Fublished by Microsoft

Target release date: Winter 2002

this winter. While QR may not be the most conceptually original game, it definitely delivers where it counts by providing 100 percent pure speed. So much so, in fact, that the Sifu kept ping-ponging off barriers at aimost every turn while having a go at the preview version—hopefully the game's physics will be fine-tuned before it ships Otherwise, OR will provide wickedly sweet outdoor environments rife with killer weather effects, along with sprawling metropolitan courses and bone-pulverizing weapon power-ups. Curly Monsters is also banking on Red shift's drame-frauetic story lines to distinguish the same from

genre heavyweights Wipeout Fusion and Extreme G3 as players will be treated to narrative out-scenes between races that flesh out each racer's saga. Early indications point to QR. delivering a decent but not exceptional ride, but since plenty more development and tuning

remains to be done. QR has an opportunity to break free from the pack and distinguish itself.













#### Contra: Shattered Soldier









AFTER A FEW falledand painful-forays into the third dimension, one of the best side-scrolling action titles ever made. Contro. is returning to ts roots (and the sec-



HANDS -Hit Rate | 006 11



ond dimension) as a two-player, side-scrolling





mix things up. Rendered cinematic scenes will be added to flesh out the story, which will revolve around the two pkyable, weapon-toting charac-









Einhänder and R-Type Delta. The controls, so far, were both solid and responsive. Contra: Shattered Soldier will make its Ione-awaited PlayStation 2 debut this November.





## Silent Scope 3

SORRY, ARCADE PANS: Siere Scope 3 for the PlayStation 2 won't



Davidood by KCET Published by Komani Tarret release date: Octob



include an original story mode with branching paths, multiple endings, and unlockable secrets. The plot will be standard Scope fodder: Terrorists have abducted a cloning technology expert as part of their plans KISSION TIME OUTSOME SO



preview build featured a new aim-assist that helps you target the enemy, thereby correcting one of the biggest frustrations from the previous two Scooes. You'll also be able to track down enemies by listening carefully to the game's new 3D sound system. The graphics will be mildly updated from those in the arcade incarrection with the most noticeable difference















#### itar Wars Jedi Knight II: Jedi Outcast



Developed by Vicarious Visions Published by Locustets Threat release date: November





CONSOLE OWNERS NO longer need be ignlous of PC earners, who have been enjoying Star-Wars led Knight It led Outcast for many months now. The first-person shooter dominsted by bestowing players with a massive arsenal of weaponry and force powers with which to smash the last remnants of the Galactic Empire. Plus, the same featured a killer story and graphics so friggin' drop-dead gorgeous that they alone are proof of a creator being. Well, padawans' most fervent prayers led onus to both the GameCube and Xbox. Not only was all of the limb-whicking mark fully intact in the playable Xbox





will be answered with Vicarious Visions' port of the mongo build, but the controls had also miraculously survived the transition to the console, and the slick visuals proved the machine's prowess. Olory, so ledi Outcast won't support online play, but it will feature a beay

of multiplayer modes and the smooth vocal stylings of none other than Lando Calrissian himself-Billy Dee Williams. Hot damn!









#### **Burnout 2:** Point of Impact

×4/



Developed by Criterion Studies Published by Acclaim Tirget release data: October





IF YOU MISSED list year's sleeper hit Burnout, you're in luck The sequel to Acclaim's reckless arcade racer is storming into stores in October, and even the pre-betz version has already surpassed the original game in several key ways The detail was cranked in all respects—Jush environments,

sharper point jobs, and tons of individual car parts that flew across the highway upon impact. Burnout 2 will feature 21 cars, Improved Al. (there will be more traffic, and you'll now be able to cause huge, realistic pile-ups). and most importantly, a far more forgiving boost mode that's designed to better reward players for their death-defying driving. Pursuit



mode will join the options this time-two players will square off as opposing sides of a cop chase and a new Offensive Driving 101 tutorial will school players in the finer points of driving head-on into traffic and chaining Burnout boosts. The controls in the early build were already tight and the speed was blinding---don't underestimate Burnout on its second lap.

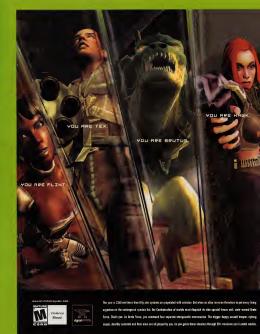




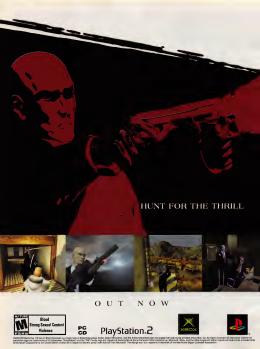












PAID FOR THE KILL



LITMAN 2

**EIDOS** 









Developed and published by Acclaim Target release date: September







Turok: Evolution Dust off your Tekbow-Turok's back Way back, actually,

since Evolution is a prequel to Accisim's popular first-person franchise. In your inaugural adventures in the Lost Land, you'll mix stealth and pteradon flying with the more traditional shooter mass destruction. In addition to bows and tomalewis, players will be able to wield high-power nailguns, remote spider 'bots, and reality-warping cubes that look like they came right out of HeSraiser. Each weapon will have a secondary attack mode, and sometimes you'll be able to use the environment itself offensively-for instance, you'll be able to chop down trees to stursh tough dinos



Turok's Xbox preview version featured more

gory and gross elements than any game in a long time. Poison arrows caused some characters to vomit before they died; the Swarm Bore drilled through



will involve the new flight sequences, Turoic Evolution is clearly focusing on Mature-rated first-person carrage with some big battle sequences...which will suit fans just fine. @ te: All screens she



HAT TYPE OF genre would a game fall into if its gameplay encompassed ist about every known genre? Developer Traveller's Tales calls it FreeFormer-

a genre that it has created for Haven; Call of the King, which has been in development for more than three years. In this ambitious and epic adventure, you'll play as Haven, a young man who has been called upon to free his people from slavery. In your quest, you'll have total freedom to explore every facet of the regions that

> ing, arera combat, and space exploration Traveller's Takes also promises that you'll be able to seemingly travel from the Earth, through the atmosphere, into outer space,

> tion between turret shooting, bost racing, bike battles, plane fight-



and back again without any load time or breaks in gameplay. With so many things to do in one game, Haven could become more than just a unique adventure that's attempting to define its own genre. @

Developed by Traveller's Tales Tublished by Midway

Target release date: December



FIRST LOOP







HERE ARE PLACES EVEN TORCHLIGHT DOUSN'T DARE TO GO.

Will you?



shoulows ocen't places to hide, but places to from roce fierce, beate-force combat as the noble knight, will bombardier or one one of the theoreties, coeff wielding a devastating range of burbard, newficeal style weapons, and with over 25 intensiety graphic, suspensibil ecolors, just midding it avoid the west corner doesn't guarantee jou'll made it is not further.































"Game that makes us most excited about Xbox Live!"
- Official Xbox Magazine

Top Ten Xbox Games of E3 2002 - Unreal Championship: #1
- Gamers.com

"Unreal Championship is amazing...the game for Xbox Live!"
- IGN Xbox

Best Xbox Live Game: Unreal Championship

#### Coming October 2002 Pre-Order Today











## SO BRUTAL. SO EVIL. SO DEADLY.

A NEW LEVEL OF INTENSE COMPETITION HAS ARISEN AS TWO POWERFUL SORCERERS HAVE FORGED A DEADLY ALLIANCE THAT NOW REPRESENTS EARTH'S GREATEST THREAT.













PlayStation 2





AN ALL-NEU, LETHAL FIGHTING SYSTEM. THREE UNIQUE FIGHTING STYLES PER MARRIOR, INCLUDING HAND-TO-HAND AND DEADLY WEAPON COMBAT. OVER 20 NEW AND CLASSIC MARRIORS.

EXTREMELY REALISTIC EFFECTS AND BRUTAL NEW FATALITIES.



Seating ADEMA'S

"Immortal" mois eides.

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IT'S IN YOUR BLOOD.

Mayermine 22

## Jet X.O



JET XO WILL be Sony's licest entry in the extreme water sports category since the Jet Moto days of old on the PlayStation. Select one of eight riders and be prepared to push your jet skis

into H2Overdrive. Although you'll ride in competition, this

same will be about bust ing motocross-inspired tricks and catching big-time air. Hairpin turns and nose-bleed jumps were on hand in the preview build. Sony promises barrel-rolls. flies, and a bunch of sturtes in the final version. The early jet X rev raced over one huge course, start to finish, rather than running laps. So far, Jet X<sub>2</sub>O looks wet









#### Super Bust-A-Move 2



THE GAMEPLAY SIMPLICITY OF the Bust-A-Move series has never gone zwry: Just match three of the same colored bubbles together. Playing alone is

and wild G

Daveloped by Trito ublished by Ubi Self Tarret release date: October







challenging, but playing against your friend is downright addictive and fun. The preview version of Super Bust-A-Move 2 proved just that as hours upon hours of



stopped. The early build also showed off sharp. colorful visuals, but there was a hit of horrendous slowdown when hectic combos occurred at once, Still, Super Bust A-Move 2 should burst your bubble with plenty of flashy fun when it ships

bubble busting couldn't be



#### Pride FC

THE NEWEST MIXED martial arts offering from Anchor, developers of the unquestionably dope UFC for the Dreamcast, is Pride FC, based on the competitive fighting circuit from Japan. The preview build of Pride FC had the Sfu hooked with some tasty oscudo-handheld camera work and scary-realistic fighter models. The stripped-down

yet deep fighting system will be based on anticipating opponents' attacks. and adapting to different fighting styles as opposed to button-mashing madness. Indeed, it looks like the kids will dig on the brutal stylings of Pride FC when it ships in time to coincide with the U.S. de but of the Pride Fighting



Dovelaged by Ancher " Published by THO









Driven by pure lust highteningly beautiful men drop at her feet



# THE PLIGHT OF



# THE RED FACTION

CITY IN FLAMES: A distant shot of Sopot City, capital of the Commonwealth, where a conflict between the Red Faction rebits and the Dictatorship Government has resulted in mass destruction.





# **COMMONWEALTH COUP**

The Red Faction is using their entire arsenal in the latest attempt to





overthrow the Dictator Sopot.



blic Information
ilding 6:05am
monwealth Elle
ards attempt to
d off the attacking
tion soldiers.



Battle Armored Fermional Combat System

The Slums 6:22am Rebel soldiers continue to fight despite rumors of growing animosity between Faction leaders.



CMRD-32 MAGNETIC RAIL DRIVER

N.I.C.W. - NANOTECH INDIVIDUAL COMBAT WEAPON



CAR-72 MILITARY ASSAULT RIFLE







SHOX IS EA Sports Big's take on the rough-n-tumble world of rally racing. Aldn to other Big titles (such

as SSX Tricky and Freekstyle), Shox will feature outlandish stunts and arradesy controls You'll get behind the

wheel of 24 diverse cars and earn money to buy brand-new ones by racking up fast times through

assorted "Shox Zones" (checkpoints that can yield big cash rewards if you get through them fast enough). Visually the preview version blazed with screaming graphics and an unfaltering frame rate. Unless something goes horribly awry, this game will-insert groan here-knock your Show off @

Published by EA Sports Big. Tirget release date: Septi Movember (GarneCabe)









#### Tom Clancy's **Ghost Recon**

Nate: All sceness above here are from the RoyStation 2 variety.

BY FOUR-ETED DEASON Developed by Uhi Soft Montreal Published by Ubi Soft Target release date: October As ONE OF the launch titles for the Xbox's online endeavor, Tom Clancy's Ghost Recon will enable you to control an elite fictional group of Green Burets named the Ghosts to fight terrorism on the borders of

HANDS - ON

Russia. You'll use real-world weaponry and conduct authentic squad-based warfare tactics—in both the single-player campaign and online competitions. An early preview version of the game looked much better than its PC counterpart with sharper environments and more detailed player models. However, controlling your teaminates was more tedious on the Xbox. Still, Tom Clarry's Ghost Recon could be a thrilling adventure, especially online. 6









\*Developed by Privatel Games/SC Published by Gothum Gimes







controls for guiding you and your troops through hot zones, but the visuals still needed tuning to make Desert Storm look like a sharp next-gen game. 6

YOU'LL TAKE THE lead of a four-

man U.S. Delta Force or British SAS squad in this third-person military game based on events of the 1991 Gulf War. Realistic tactical and covert action will span IS missions that range from scud hunting, rescue, and assassination operations deep in Iraq. A preview version showcased simple









## THEIR EVERY BREATH COULD BE YOUR LAST.

RAY DE ERTH A DRASO SWOOPING FROM ACTIVE TO HUBE PIRES 118 AND NATUR

NAPALM WITH EVERY BRE TH.

UNLEASH FAST-PACED PIREPOWER AS A OPASTONFIGHTER IN 15 MISSIONS LOADED WITH CHARTIC ACTION, DESTRUCTION AND EXPLOSION

SATTLE DRAGONS IN THE SKY AND DEASTS ON THE GROUND WITH HIGH-TECH WEAPONRY AND MILITARY-STYLE VEHICLES.



YOU KNOW WHO YOUR TRUE FRIENDS ARE WHEN EVERYONE ELSE IS DEAD.

Evil forces? Whatever, For you, it's just an excuse to quit holding back. Ternfying weapons, amazing levels and unbelievable power are yours to mess with. Don't play to misc, though. These exemises are your ownerful, they make any works faced before seem like inaughty schoolchildren. It's time to start disting out some senious constituent.











The Man. The Wisdom. The Legend. Now on XBOX."





















BMX XXX is the game formerly fronted by Dave Mirra. who will now get a separate, simulation-style game at a later date. BMX XXX will expend the usual level goals by having gamephy revolve around humorous, violent, and naughty situations-hence the "XXX" in the title. The game will retain the

Xbox, and the quest will combine the best parts of an RPG with adventure garning, You'll play as either Frodo, Gandalf, or Aragon as you venture through 3D environments that bring the classic story to life. Although the early ver-

popular ProQuest made while incorporating the "no timer" tyle of Aggressive Inline, so you can complete objectives at





game cut-scenes, and the muchtillked about rider editor feature (which might-gasp-offer nudity options) will round out the rest of XXX's features. Note: All screens shown here are from

### The Lord of the Rings: The Fellowship of the Ring

OT TO BE confused with the hit movie or EA's upcoming game based on it, this Fellowship of the



Ring is based on the original novel. It will be the first appearance of Frodo on the PlayStation 2 and

sion featured some flat graphical details, it's apparent that Universal is committed to creating an authentic ERR Tolkien experience.







Spyro: Enter The Dragonfly

SONY'S SUCCESSFUL lone running Spyro frenchise launches for the first time on the PlayScation 2. and the little purple dragon has never looked better. In the preview version, lush 3D environments ranged from Spyro's own 'hood to the Luau Islands

and Jurassic Jungles. Crisp. clear sound effects and music complemented the sharp graphics, too. The same will feature classic Soyro sameples as the sweet fire breather and his dragonfly buddy search for all the gems and treasures on each level, while partaking in over a dozen new mini-games that rarge from cow dipping to driving a tank. So far, it looks like Spyro





## SNEAK PCEVIENS



## Serious Sam



# Duveloped by Croteans Published by Gothern Game Target release date: Fall 2002







SAM "SERIOUS" STONE is a one-liner-spitting hero forced to battle hundreds of baddies - that's the entire same. As a port of last year's popular PC title, Serious Sam will have no real story, no complex puzzles, simple A.I., and best of all, no learning curve. The Crosta-based Croteam is porting its masterpiece to the potent Xbox with fourplayer deathmatch, up to 150 creatures on screen at once, and stun-



ning textures. As waves of headless mad-bombers rush directly at your chainsun fire. it will be easy to







### Reign of Fire

LET'S NOT KID ourselves-everyone loves dragons, and Reign of Fire, based on this summer's action-packed dragon movie, will grant fans the ability to play as both humans and the glorious flying reptiles. The human levels will fea-

ture vehicle-based missions involving shooting dragons and rescuing vulnerable humans, while the drawon

shouldn't disappoint.

missions will include destroying battleships, melting tanks, and dropging oil tankers on buildings-everything you've always wanted to do as a dragon. The preview version's controls were a bit sheky, but with plenty of time to improve, Reign of Fire



Diveloped by Krome Studies

Target release date: Fall 2002







You guessed wrong. Ty the Tasmanian Tiger has no connection

Published by Electronic Arts Torget release date: Fall 2002 with the lovable cartoon devil or the trendy plush toys. Ty is a rare Tasmanian tiger on a quest, boomeranging and chomping his way through the Australian outback to save his family and friends. Knome Studios is creating a lash jungle environment similar to Banio-Kazooie's with maps that will direct you through the adventure surprisingly will as opposed to the "constantly lost" feeling many 3D platform

games induce. The early build contained slang-filled dialogue, a wide variety of gameplay, and a polished feel, which are all good signs for the upcoming fall release. @









#### **TransWorld** Snowboarding

sports magazines is back on the ox, following up TransWorld urf with a promis ing snowboarding title. As you'd expect, the same will

to make room!



ature real riders like Barret Christy and Todd Richards. global locales spanning Germany, Finland, Japan, Canada and the U.S.; a variety of gameplay modes, including a huge jump/trick contest and a halfpipe run; and an edgy soundtrack of rock and hip-hop. The early version played nicelyusing the right analog stick to pull tricks was a welcome change from button-mashing. Snowboard fans may want







## Batman: Dark Tomorrow

KENCO'S BATHAN GAME has a lot soins for it-stealth sampplay reminiscent of Metal Gear Solid 2, a script co-authored by Kenji Tarada (writer of the first three Final Fantasy games) and DC Comics' Dark Knight



writer Scott Peterson, and graphics and animation that reflect the comic

Developed and published by Kemco Tarret release date: Newcenber







book's dark, schizophrenic vibe better than any Batman game that's come before. What still needs work? The controls in the GameCube preview build were a bit of a struggle, and the Dark Knight didn't quite handle like an agile creature of the shadows should, Luckily, with the other technical details looking solid. Kemco still has plenty of time to deal with that little villain @ Note: All screams shown here are

from the GarseCube rerains



Developed by Italebow Studies · Published by Sony

Torget release date: Nevember





#### ATV Offroad Fury 2 HELMET? CHECK. GLOVES?



Check. The guts to catch mad air and bust sick tricks? Definitely, check, In ATV Offroad Fury 2, you'll choose from more than 20 all-new and team-sponsored ATVs, and race through 40 massive environments in five event types. His Supercross. Freestyle, and Training. The same will also feature seven race modes and five mini-games, including a hidden one. And with online gameplay for up to four players, you'll be able to create the dopest riders with the rider editor and show them off to maing fans all over the world.







# 6 A M C R

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Open all levels with this cheat?
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TRIM HERE

Rip it, tear it, or pull it out.

Whatever you do,

DON'T run with scissors.



## Tarnet release date: October

■ Developed and published by THQ

HANDS - O



THE ROCK'S COOKING a brand-new WWE experience with a new

story mode and completely redesigned graphics and gameplay. The visual enhancements will be instantly noticeable with larger, more-defined character models that look and move like their real-life counterparts. An early version of Shut Your Mouth displayed the action in a dynamic, TV-like, multiple-camera resentation during actual gameplay, while the crisp audio effects and pulsepounding soundtrack omplimented the





WWE's fizshy style There will be an increased focus on the story mode, which explains the subtitle, because sometimes you just have to "shut your mouth" and let your fists do the talkin!





## Frequency

USIC LOVERS, GET ready for some twitch-heavy of instruments such as drums, bass, vocals, etc. The game will feature a new lineup of musical groups like

BY THE YOUR • Developed for Ramonic Tublished by Sony Target release date: Spring 2003

Weezer, Garbage, and Quarashi, as well as a redesigned interface. If you've got rhythm (and can match the beets correctly), you'll be able to compose your own music-a dash of drums here, a bit of bass thereand share your masterpieces with up to four people via online play. Get your Freq on! 6

ameginy in Frequency 2. As in the original, you'll keep tempo with the bears and remix songs with a variety









#### James Cameron's Dark Angel

Doeloged by Radical Published by Signaffox Interactive Tirret release date: November



VATCH OUT, LARA CROFT, there's a new angel of darkness in town! Her name is Max, and as in the Fox TV show Dark Argel, she's a genetically altered soldier on a quest to save her fellow "siblings" and help obliterate the corrupt government agency, Manticore. Playing as Max, you'll use stealth, hand-to-hand combat, and more in over 30 singleyer missions in six post-pulse environments. The game will feature voice-overs by Jessica Alba (Max) and Michael Weatherly (Logan), a Rage System that enables you to unlessh more devastating attacks, and an Emotional Impact System that allows for different endings each time you pkry. @









Note: All screens shown here are from the PlayStation 2 version

#### SNEAK PCEVIPHS



## V-Rally 3

V-RALLY IS PREPPING for an aggressive third run through the ranks of off-road racing games. The prerelease version of V-Rally 3 showed much promise, even with slightly slip-

pery steering It

featured 16 cars in two engine categories, 2.0 like the Paugeat 206, the Subaru Impreza, and the Mic-



Developed by Edus Studies

indibled by Infogrames Tarret release date: Foll 2002 HANDS-ON





### Pro Race Driver

A STREET





detailed cars, realistic physics, an intricately designed damage system, and

tion from the equally sleek Colin McRae Rally 3.0.

Developed and published by Codemasters Target release date: August (PSE): eptember (Xbes)



and Colin McRae Rally series is working on Pro Race Driver, a "CaRPG" that will immerse players in a high-drame narrative that's interspersed with bouts of termic shredding. As Ryan McKane, you'll follow in your father's focustees by becoming a champion race driver in more than a dozen real-world and fantasy circuits. Busides an involving story popuated with compelling characters, you can expect over 40 painstakingly









### Dragon's Lair 3D





DIRK THE DARING. Sings the dragon, and Mordroc the evil wizard are all getting melecovers for Dragon's Lair 3D, a spiffed-up remake of that all-time classic, Dragon's Lair. Princess Daphne will remain her voluptuous and ... or, pneumatic self. The preview build of the remake was impressive with 15 levels and 250 new rooms in the works for the 3D action/adventure game. Even legendary animeter Don Bluth is taking a turn with 150 new animations for the game. The early-early preview was rough, but the real-time hack-n-stash showed a little bit of flair. Dragon's Lair's return has come. @ Note: All acrosses shown here are from the Xing version















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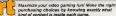






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## The ESRB Ratings Guide

tainment industry utilizes a volun tary rating system developed by an Independent organization— the Entertainment Software Reting Board (ESRB)-so consumers know what to expect before buy-ing a video or PC game. The fol-lowing is a quick key to the most common ratings; for a complete scription, check out the ESRB's Web site at www.esrb.org or call

800/771-3772 for more info



Gungrave

By Sega

GunCon-compatible game at least a Teen racing for the shooting aspect. Dino Stalker ventures into Mature territory because of the realisticlooking prehistoric enemies spurring blood and contorting about after you shoot them.



## Eternal Darkness:

earns a solid Mature rating for blood. gore, and frightening images. In the game, you destroy morsters and other enemies with a variety of weapons, including shooning, swords, and deapers. Furthermore, the game is filled with rightmartsh sound effects, and the narrative features disturbing plot twists that may frighten younger gamers.





Titles rated Everyone (E) have content suitable for





t, strong language, and/or ions: Games reted Mature (M) Run Like Hell





reviews of soon-to-be



## Resident Evil Ø

Just bucause it's on the system that's best known for Mario and other rate femily characters. Resident Evil 8 isn't for younger players. This game has a lot of blood and gore. Most of the obsma that's spilled, though, is that of your adversaries, who consist of monsters and other unreal creatures Nevertheless this comesimilar to others in the serieswould be very scary for younger or more impressionable gamers.





#### By Interplay Scary sci-fi monsters pop up at surprise

moments, and the player has to shoot them-a lot-to get them to go away There's some blood and a few nasty monster attacks, but the occasional four-letter word is a more prominent reason for the Masure ragins.



ESRB RATINGS FOR ALL GAMES REVIEWED IN THIS ISSUE

## The locust install.

ment of this fantasy first-person shooter features lizard men gushing an extreme amount of blood, brutal depictions of dismemberment, char-



## Note: Some how out may not display final ESRB ratings. Dino Stalker

#### WHERE TO FIND THE ESRB RATING GomePro understands that par-

enes care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help readers locate it throughout GomePro.



Note: Previews do not corry on ESRS rooms as somes are often not rated until they're ready for review and purchase. GAMEPRO NOVEMBER 2003

Gunerave Run Like Hell ..... Aggressive Infine..... Castlevania: Harmony of Dissonance..... Dynasty Tactics ......T Dynasty Warriors 3 ......T Grandia Xtreme ......T hack Infection ..... Mat Hoffman's Pro BHX 2.....

Mystic Heroes ..... Prisoner of War..... Robotech: Battlecry..... The Terminator: Dawn of Fate..... Tony Hawk's Pro Skater 4 .....

Tribes: Aerial Assault....

Animal Cropping ..... Dual Hearts..... Egg Mania Ferrari F355 Challenge

Kingdom Hearts..... Honster Force..... NASCAR Thunder 2001 Need for Speeds Hot Pursuit 2 ..... NFL Fever 2003 NHL 2003 ..... NHL Hitz 20-03 ..... Riding Spirits.....

Sega Bass Fishing Duel ..... Segs GT 2602.... Super Hario Sunshine.....

## JOYRIDE! STUDIOS

Where video game characters come to life

Behind these walls exists the most technologically advanced studio ever created for the game industry. They call themselves JoyRide Studios. They've developed the resources to take the hottest game characters and vehicles from every platform and transform them into reality

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## PLAYSTATION 2 PROREVEEWS

Published by EA Games #S(9.99 =2 phyers





FTER A LONG stretch in the shop. Need for Speed triumphantly prowis the roads again, its polish gleaming like a mouth-watering, high-end sports car. Exhibitrating speed, a riveting selection of races, and lustrous graphics scrub away any enduring traces of the series' past blunders, giving it the horsepower to finish as the year's best racing game so far.

Intege, culling the brightest moments to fashion the best NFS game since the 3DO days. The developers absolutely neifed the handling of the cars, and the sensation of speed in a powerful machine like the Diablo is flat-out thrilling. Even casual gamers will feel instantly comfortable behind the wheel, and although the emphatically areade-style controls are generous and forgiving,

## A Return to Racing

The NFS name is synonymous with an unparalleled lineup of exotic cars, and Hot Pursuit 2 will start the drool flowing with models from Ferrari, Porsche, Lamborghini, and more. But what makes driving them such a blast is an ingenious approach to the tournament format. The game's divided into two main modesthe standard World Racing or Hot Pursuit, where the cops nip at your heels. Each has its own championship that consists of an extensive branching tree where you select your path through 30 races. The

pro drivers will find ample rewards for smart racing tactics.

spoils of victory—unlocking cars and tracks—are clearly labeled, so you can race for what interests you the most. You'll also earn points for accomments like bagging huge air or leading a lap. As they tally up, you'll unl more cars, but there's no money, no parts, no repairs, and no garage. It's a refreshing and absorbing approach

A slew of single-race options add to the variety, including two-player split-screen action and the chance to play as the cop and pull speeders over. The tracks brim with fun alternate paths and wild jumps, and the cop chases are harrowing as the law deploys readblocks, choppers, and spike strips

#### A Return to Speed

It all adds up to a deep-and deeply exciting-racing game. The Need for Speed name once got the same props that Gran Turismo does today, but Hot Pursuit 2 erases the lingering turnishes and returns it to its former glory. O







you have to fight back. Try remmine them into w or wraving in the or



#### GRAPHICS 4.5

This beautiful game shines with lust scenery, glossy cars, and great reflection and smoke effects. If not for some infrequent frame-rate souttering and those trademark PlayStation 2 legges, it would deserve a S.O

#### SOUND 4.5

A fine but slightly slampy soundtrack ker, while the sharp sound effects range from the horr-rasing white of erran's togine to the panicked

#### CONTROL

The controls manage to be insuitive, for-giving, and deep all at once. They definitely band for toward the arcade side, but clover racing tactics pay off, giv-ing the game a wide-ranging appeal.

FUN FACTOR e wat worth the wait. Between its rip-

ping sense of speed, edge-of-the-sent gamephy, and impressively original and deep features. Need for Speed. Hot Pursuic 2's glorious PlayStation 2 debut just

## A Return to Roots

## Need for Speed: Hot Pursuit 2 rummages through the series' sometimes storied and sometimes spotty



feretor is usually enough, and any ry, it's often faster to being into the



rubbing them off onto traffic. nudge them into slower-m ove that often causes cops to w ell on their own)



Want to find the Winning Golden Tickets
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GAMEPRO











GAME BOY ADVANCE

#### PLAYSTATION 2 PROREVIEWS

FOR YEARS, ONLINE PC action fans have been

Developed by Incoit **\$49.99** Mikeritable October



playing Tribes, complete with hugo 32-player teams and the excitement of team tactics. The PS2 version brings the total number of

players down to 16 while still offering huge, action-packed multi-

Most of what made the PC version so great is still here. Tribes'

player destruction...with compromises.

TRIBAL WAR COUNCIL

most beloved weapons, from the Spincaster to the Fusion Monter, have all made the jump to the PS2, as have remote turrets, energy, ammo, shield packs, and the available-on-demand vehicles. Tribes' "Deathmatch as Sport" look and feel are also intact with colorful, if simple, graphics and blazing sound effects (only tamished by annoying, repetitive taunts and cheers). The complex controls become simple with practice, and once you get the hang of it, playing Tribes almost becomes second nature.





#### CAN'T HEAR YOU Sierra had to sacrifice team communication to get 16 players in the game

at once. You can taunt or cheer, and that's it-no voice chat, no keyboard support. Meanwhile, your team of eight players just goes about its business without any sense of teamwork whatsoever. In fact, if you're going to play multiplayer, you might as well just start up an offline 'bot metch and save yourself the cost of an ISP. This omission removes most of the fun from an horwise awesome multiplayer game This doesn't mean Tribes isn't fun, just don't expect complex tactics and

flawless teamwork. Stick to the Deathmatch and Hunter game types, and you'll find Tribes a decent way to coox your PS2 online. Of

FERRARI F355. CHALLENGE doesn't over a hore assortment of cars of play modes, but it's still a solid Formula 1-stylu racing simulation,

The Lagacy Continues

Ferrari F355 Challenge features II courses and play modes

Blo strade, charminathin, versus, and a tutorial Althous ship, versus, and a tutorial. Although the arcare, coampositing, the arcare of many ways to you drive only one model of Ferrari, there are many ways to customize your car to improve its performance and looks.

there isn't much variety in play modes. Every little mistake can cost you proclous time, so finely tuning your cir and memoriting each track is an absolute requirement. The ability to view driving data is crucial to analyzing in nd is a great feature of the game

Developed by AMI









#### Hard To Hand

HAPL 10 Franciscs
TSSS's visuals are noticeably appraided from the Divanicast ver-sion's but still a motify below arcade presentation perfection. The cars handle well with the standard analog controller, but using Logitech's force feedback wheel produces less than stellar results It takes quite a while to calibrate the wheel properly, and the back is very subdued. This is a big drawback as F355 is a serious racing game and simulation fans will prefer using the wheel. Another sore spot is the outdated heavy metal soundtrack, which - thankfully - can be turned off.

fins who enjoy strict racing simulations, have a lot of patie nce, and enjoy using the control pad versus a racing wheel will get the most out of F3SS Challenge. 6



What the same locks in the bells and whistles department, it makes up for in its insane depth. Formati





#### **PLAYSTATION 2** PROREVLEWS

#### Gungrave

IN GUNG AVE. to u play as Grave, a one-man shughterhouse who luftbeen around with a coffer strapped to his back (think The May With No Name meets

The Crow and Blade) and uses his dual piscols to annihilate wave after wave of bland street same and other thugs. It's a cool concept with an intriguing character (kind of like Chalant The Forever Man for the Genesis), but Gungrave comes off like a lowrent Max Panne. There's no stroctage of cel-shaded flash, but an abundance of slow-



down and repetitive, one-track gameplay-shoot, move shoot, move, and then shoot some more—quickly shoots Gunrows in the foot, it's leaded with unexciting action

The cel-shaded graphies add atmosphere, as do the aninized interlude sequences, while guidire sound effects drone on as if your head were crapped in a giant drum. Yet whenever the action becomes intense, horrendous slowtown lides in and grinds it to a halt. The simple control scheme losins Grave's abilities in firm command. Any same that kicks off each stage with the phrase "Kick Their Ass!" can't be all bad, and Gungrave is far from a dog Just don't expect to be entertained for days on and. 9



Developed and published by Serre











5/9.99



F Your Halp three time and 24 fingers, you'd probably still have trouble controlling Dina States, the third game in Capromit Gan Survivor series Like the games before it. Dino Stalker lets you move your character around with an analog scick (or GunCon 2 pad), while shooting away at ferocious dinospurs. The game sounds like fun-until you

that experimenting with a gun/controller combo strains your arms more then holding an Xbox for £7 hours. This isn't, however, a poorly implemented game. The graphics

would've been nice if you didn't have to fight the same boss

and music are impressively atmospheric, and the oxisted contortions that the disossurs make upon being that full of lead are enough to bring out the bloodthirsty English safari hunter in anyone. It's just that the controls take some getting used to. Plus the same's short, the time limits are annoving, and it

While Ding Stalker is fun if you can deal with the controls it's still tough to ignore all the other GunCon titles out there (Point Blank 3 springs to mind) that have more

# Action Available non I show realize that the GunCon Z is too gramped to use by itself, and



bany (ha ha) for the buck. Give them a try instead if you haven't already. Your arms will thank you.

#### **Riding Spirits**

Is your airy only one high-and bosness superbike simulator for the PS2 this year, you should probably wait a little while longer to see what else comes out besides Riding Spirits. It's a driving sim devoid of personality

Technical terms are explained and there's a training mode which proves sorts helpful, but it's still amozingly easy to become strest pixes on every other turn. There are tors of adjustments available. including part replacement, suspension (weaks, and more gearhead fun. Arcade-style players can make the computer handle shifting and braking, leaving only sceering under human control (and this's the

While the controls are customizable and you can assign the acceleration and brake to the right analog stick, it still acts like a stal on/off control (though the buttons work with analog range) Most of the music apparently comes from a Casio keyboard stranded in a bad Las Vegas lounge. The graphics are the one shining glory of the game-you'll see detailed blike models from Honda, Suzuki, Yamaha, and Kawasaki piloted by subtly animeted index models. That's probably not arough to make you want to spend quality time with the other wise bland Riding Spirits, unless you own one of these bikes in real life. @



Devidence by Spile Published by EAM! F Amilable new











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#### **PLAYSTATION 2** PROREVIEWS

#### Sega Bass Fishing Duel

## THE FISHING SAME that thade its mark in provides and on

the Dramicust is cristing its real on the PhyStation 2, Sugn Bass Fishing Duel's graphics and interface look dated and have been mildly spruced up from the gime's previous runs. Although the actual fish look nice enough, the characters and environment are bland. The audio is appropriately sparse, but that also means it doesn't leave any lasting impression. The PlayStation 2 does offer a new two-player split-screen

mode, which is a great addition. There are also Practice, Tournament, and Vs. Computer modes in case you can't find a friend to fish a trinst. As with mall fishing, you'll have to keep track of weather conditions, changing of sersons, and water temperature ture. More sensitive feedback in the duel analog sticks would hive helped inverses the controls, but availed the samephy is easy to strice. Sidly, at prest thise

there were no plans from Segn or a third party to manufacturer a fishing controller

lyskála ros

Developed by Wee

Available no I elsee

#2 players

·\$49.99



#### to keep you engaged for weeks, especially in two-pkyer mode. 6 The Terminator: Dawn of Fate Both CON KEE a good rampaging cybor down as Infogratius rovives

Soon Bass Fishing Dard is the beer fishing aim out of the two currently available for the PlayStation 2. but the market is about to get crowded. While not the deepest game around, there's enough here

a franchise by unleashing The Terminator: Dawn of Fate on the PS2. Set up as a proquel to the first movie, the game looks and plays trichfully to its cinematic inspiration. You're part of the human resistance against the mechanized forces of Skynes in the near future, and it's your job to protect the hero John Connor.

You play solo (sichough A.L-controlled troops sometimes hop you fight) through 10 levels of metal menaces with a wide variety of weapons and power-ups littered throughout. The graphics have inomenas of brilliance with dinematic FMVs and well-rendered environments: however, sometimes the animation is a bit clumby as flaures seem to just glide across the screen. Decent voice-acting and a menacing sounderack create a believable experience. The major

bones of contention are the clunky controls, clumy camera and awkward targeting system. You pretty much need to rely on the first-person view to effectively shoot your enemies. As long as your devotion to the Terminator series never wavers, it can be just plain fun to blast away at the waves of

T-800 endoskeletons. Absent of that, Dawn of Fate's frustration factor might be too much to overcome.





#### Run Like Hell

RUN LIKE HELD is the video game equivalent of a local theater production It aspires to be profussional but just can't deliver a high-quality experience Trouble is, the ticket still costs just as much

The Aliens-derivative plot line involves a horde of manualing monsters that have come to crush, kill, and destroy our heroes in space. The third person action/adventure gameplay is fairly uninspired--run around, collect keycodes, solve lame ouzzles, kill anything that comes near you -- with a few uninteresting roffex tests thrown in, like timing jumps down a hallway or

pressing X as fast as you can to pry open a door The big hook is that the enemy All develops as you play the monsters learn to block, evade, play dead, and so forth—but it's not enough to make up for the unnatural player animations, durky camera control, and far too numerous (and unskippable) out-scenes, which wind up interrupting the game's feeble flow Pro voice-actors like Lance Henriksen (also from Allers-not a coincidence) and Clancy Brown turn in admirable performances but with so many elements aiming for but missing the mark. Run Like Hell inspires less fear than pity.



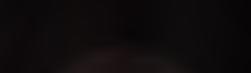
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they sin't dead. Fire every you know the coast is desi



WHAT ALIENS HAVE NIGHTMARES ABOUT...





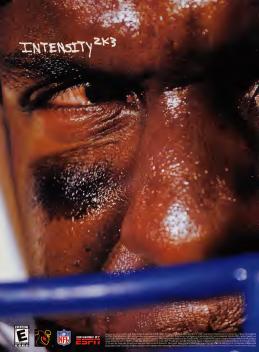






Game preview at www.defender.midway.com











appearance; Metroid reinvented as an FPS; Mario's latest stint as an Earth-deansing Green Peace spokesman; the mere fact that Pikmin even exists-many gamers have taken these as sure signs that Shigeru Miyamoto's sanity meter

INK'S NEW CEL-SHADED PaRappa-paper

#### has finally hit rock bottom. Here's hoping the entire video game industry contracts a crippliny case of mad cow disease. PRIMAVERA!

## In Super Mario Sunshine, paradise turns Into a

public relations nishtmare when a beloved Italian is falsely accused of dirtying up an

island resort with ugly magic gloop. Now, in order to make reparations, he has to clean up the island using his patented FLU.D.D. water cannon and enter a variety of surreal island subworlds to explore, jump, dive, race, hover, and squirt his way to recover the island's missing Shine Sprites.

#### Marie H., o Yes, Mario Sunshine is, for all intents and purposes.

Mario 64 with a water cannon...and that's not a bad thing in the slightest. The Shines are the equivelent of Mario 64's Stars. Delfino Plaza, much like Mario 64's castle, acts as a "hub" that connects the subworlds together. The levels are even structured in the ame cosodic fashion—one level cor tains eight Shine-gathering mis-







SUFWERID STRATEGIES

The objectives you encounter in each of the subworlds' eight episodes typically full under one of these categories ou'll begin to recognize the pattern as you play. Here they are, ranked in order from least to most fure











and the worlds are crafted with unparalleled care... each area feels more like a preposterous, wildly varied superplayground than a typical 3D platformer stage.

#### STREAM THEORY

more fun than it has any right to be.

Marro's new ability to squirt water isn't merely a gimmick, nor is it a tool for spreading some crazy game designer's romantic environmental message - this is an inspired innovation, and as natural and integral a part of Mario's move list as his wall jump, butt stomp, or just good of fashioned ability to walk forward. There's hardy a moment when you aren't however or sourcise or executing some sort of hoven'squirt combo maneuver; be it to hose down an enemy, land a tricky jump, water a plant in the hopes of revealing some sort of pleasant surprise, or just giddly annoy the perpetually agreeable citizens of Defino-the parade of new uses never seems to end. Clearly the Game-Cube controller was specifically designed with this game in mind-double jumps, triple jumps, wall jumps, and backflips are executed with supernatural ease; narrow pathways are navigated



\*Developed and published by N # \$40.50

GRAPHICS Levels stretch out like enormous funds on science-and-modern-art museums

before your awestruck eyes, and the water and reflection effects are glorious. The textures look sorta primitive when viewed close-up, though, clashing with the rest of the detail.

#### Happy Dance Mushpoom Forever Wish Land

Mario Surshine's graphics are best described as larger-than-life and absolutely alive. The character animation constantly delights, and a curious peek in the distance reveals an entire world of bulbous happy three hopping and bosonie and glooping about. The sheer sense of scale-sometimes you can see entire levels you have yet to vest looming way out in the distance-often leaves you with the overwhelmed

effortlessly; and the hold-or-click right analog shoulder button makes stream control a brainless affair that's way

overjoyed feeling that there may, in fact, just be too many things to do in this damn game. The effects are glorious-the water (squirted or swum through) is corseous, and the mirror effects are mind-bogglingly cool. The one shortfall is the close-up graphical detail, where the primitive textures stand in sharp contrast to the rest of the game's polished glary.

In summary: Yes, it's much bigger than Luigi's Mansion; yes, it's

very, very much like Mario 64; no, you don't spend the whole

same scrubbing dirt off walls as some sort of interactive environ-

mental message: and was—oh, hell was—Mario Sunshine is ex-

actly the brilliant, enormous, endlessly fun GameCube-purchase-



## SOUND

The slander gurble-talk is a delight Mario's Italian whoo ha's and hee-hee's make you feel right at home, and the sound effects and soundtrack are classe. Mario. The music frequently changes to

reflect objective proximity, too, which is custe helpful

## CONTROL

The GerneCube controller was designed with this game in mind. There are tons of great moves, and the water cannon adds exponential amounts to the gameplay

#### Does Mario Suistine equal Mario 64

with a water cannon! Yes, but that just means Mano Sunshine is a masterpiece of superior game design, infinite gameplay variety, creativity, and life-end it's got a water cannon, and a damn brillant one at that, it more than sustfles your GameCube purchase.



Suine cet!













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444 99





H, LIFE! THERE'S always something or other not quite right with it...you don't have enough money, no one pays attention to you, the cat piddles on your soypad. Wouldn't it be nice if there was a place where everybody knew your name and you could do whatever you felt like. whenever you felt like it? That's what Nintendo is providing with Animal Crossing-a perfect world in a three-inch disc.

IP: If you find any underground treasure, bury me money in the hole the treasure was in. After a few days-you guessed it-you'll have a money tree.

'm all about the music, man I don't need fame or fortune-Commercialism is for squares. It's not my bac.

PROTIP: Totakeke, the wandering dog musick visits form every Saturday at & p.m. Some of his times een available only if you request them-theck out your neighbors' starcos to find out the titles

#### Living the Good Life

You enter your wilege in Animal Crossing completely penniless, but Tom Nook, the local shookeeper, gives you a lovely little house he'll let you stay in as long as you pay off the mortgage. As you give Tom more money, he upgrades the size of your establishment, which rives you more space to put in furniture, accessories, and assorted amusing diversions.

The rest of the village is populated by a set of animals, each with their own odd habits. They love talking to you about everything-your favorite color, how they played volleyball in school, how you've been putting on weight, how they'd love to trade for that stunning T-shirt you're wearing. and so on, it's like talking to that one really weard cousin of yours-they always have something strange going through their murky minds.



te him for a rare item



One way to get them is to win the raffle m holds the lest day of every mo With its bruing graphics and oddly angular characters, the game looks like it's

running on an N64 emulator. Despite

this flaw, everything's just too cute to

The soundtrack is done in the bino-

bouncy style Nintendo tends to use in

had-mouth.

#### C'mon! Live a Little

And, really, that's the game in a nutshell. But somewhere behind this innocent simplicity. Nincendo has piled up sheer mountains of items to discover, topics to discuss, mini-games to enjoy, and secrets to unrawl. The village colebrates regular holidays and holds some sort of special event almost every disc You can design and sell your own clothing for the other animals. If you have a Game Boy Advance with a Link Cable, you can take a boat ride down to a tropical Island filled with secret items. It could be years before you see everything hidden in the game

#### Another World

You're not supposed to play Animal Crossing for hours at a time It's more of a half-hour-a-day thing, really. That's all it takes to see what's new, visit everyone in town, and maybe send off a few letters to your in-game buddles. And, coincidentally, that's all it

takes to fall in love with the same's pooly characters and pleasingly charming take on life. Playing Animal Crossing is the perfect way to rebound from a bad day-it's impossible not to feel better after a little visit.





in into a darling wardrobe for you

use the control pad someday, guys? **FUN FACTOR** The word "charming" never described a

game more aptly. You could play Annual Grossing 30 minutes a day every day for a year, and stall not discover everything the game has to offer Nintendo's just too non to us all

In a GamePro T-shirt-even if It has ka dots all over it

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## GO BEYOND THE POND.











FROGGER FUN IS GROWING BY LEAPS AND BOUNDS, WITH AMAZING NEW EVENTURES THAT MIX CLASSIC FROGG REPLAY WITH FROGGERIFIC NEW FEATU

MEPLAY WITH FROGGERIFIC NEW FEATURES! AP INTO WILD TILE-BASED PLATFORM ACTION

NINTENDO" GAMECUBE" AND PC. UNLOCK AMEPLAY AREAS, COLLECT POWER-UPS AND MO LOGGER'S ADVENTURES 2 THE LOST WAND" BRI

FROGGER'S ADVENTURES 2 THE LOST WAND BRINGS ACADE-STYLE INTENSITY ON GAME BOY' ADWANCE, AND MULTI-PLAYER MINI GAMES WITH UP TO 3 FRIENDS. UT WATCH OUT - ONCE YOU HOP, YOU JUST CAN'T STOP













## AMECUBE

Mystic Heroes may look like just a bulbous, GemeCube-oriented take on

HILE AT FIRST gance, Kne's Denasty Warriors' brand of mass-martial ruction, there are more differences here than meet the eve.

549.00 Manifolds nov



### A Chinese Ghost Storu

Mystic Herpes starts you off by letting you choose one of four characters (a few dozen less than the number of physible characters in Dynasty Warriors), each with a different elemental magic to control and various speed/strength weaknesses. While the lack of character variety may seem a little disappoint. ing to DW vets, it's acqually to the game's benefit-by narrowing

its focus. Mystic Heroes' battle system makes for a far less butto mashing-intensive experience, and the story feels more tangble It also means that the game's four magic types (Direct, Jump. Target, and Sword) are exceedingly well balanced (not to men tion easy to pull off); you'll find plenty of situations where one type is far more useful than another.





**Balancing Act** Even with the enormous number of enemies onscreen, Mystic Heroes always runs super-smooth without any slowdown, though the tradeoff comes in the

form of simple textures, unadorned levels, draw-in problems, and a problemstic camera without a much-needed zoom function. The fantasy-rally music and the sound effects do a great job of forging a fantastical fraces; the voice-acting is larne, though, and the repetitious calls for help from your beleaguered battlefield comrades get old really quick. Despite the lack of Dynasty Warriors' variety in terms of weapons and characters, Mystic Heroes stands out

## long way toward longevity. rash Bandico

Wrath of Cortex THE WOULD HAVE gut is ad Circish, Sonic, and Mario would eventually sar on the same system? With the arrival of Crash Bandicoot, The Wrath of Cortex

on the GameCube, this seamingly impossible alignment of planets has come to fruition. The controls are classic Crash with the requisite imps and spins joined by

as the more cohesive, interesting hyper-brawler thanks to a more balanced bottle system and a fantasy story that it play out a confusing Chinese translation of Wor and Peace. A little magic (and a couple grant dragons) go a

> dashes of flying, swimming, and Marble Madness-style gaming to spice things up The frame rate dips occasionally, which detracts from the otherwise-smooth gameplay. Graphically, this version is slightly below the recent Xbox release but in line with the competent PS2 iteration. The levels are colorful, and Crash him self-looks as nutry as ever. The gener's bouncy soundtrack is pleasant, but is nothing new for vecerans of the wily marsupial's adventures. The Crash Blast game that downloads to your GBA is a nice bonus but feels more like an afterthough The Wrath of Cortex gives fans more of what they like, just nothing now.







IF YOU HAVEN'S SIMILED WIN Aggressive Infine on the other platforms, then hurry up and graft this fruly next-generation extreme game. Ining ski tes the your mudium of trans-

portition as you roll through nin, humongous levels that include a boardwalk Yilled with amusument rides and a natural-history museum populated with inturherive exhibits. In fact, it's the depth and design of each stage that makes this game additing to play-there's so much to see and do in each level. A hip soundtrack consisting of tunes from Black Sheep, Offspring, Saliva, and more also adds to the engaging gameplay

Published by Acclain

m549.99

you to pull off tons of grabs, grinds, vaults, swings, and flips. Aggressive Inline is remarkable on any platform, and planes it on the GameCube is no exception.



# IN THE DARKEST HOUR. A HERO IS REBORN.

## RYGAR

E LEGENDARY ADVENTUR

THE JOURNEY BEGINS THIS NOVEMBER





PlayStation.2

Notice, IEE, 85(0) 2021 3-6 Hearthcran (Incl.), Transce, CA 90(0) p.(100) 964-4006 (C) 10 964-5044 Rygar The Legendary Adventure --- Officine, UTD 2002, Tourne and the Tector logs are registered to be interested to be interested by the Computer of the Co





There's a new here out there and he's not going to let anyone stand in his way. Crit-key! You're IY be Tananaian Tigor: The last of a rase breed out to explore the untamed and uncharded Authorition witelenses in search of your for family, Along the way you'll excount some featower focus ents out by the self-Boss Class to spoil your adventure. But no workins, you've goal hasp of hi-shch boomerango, jointy of matees and a set of chrompes to help you fame dodgy Outback. Good lack, it should be a inperip good time! www.Tife.a.com







# 5.09 SQ Available now

= 2 players











GEGA GT. 2002 PROTIP: Alexy s GA GT: 2002 sires are the most important parts of the aspires to take the car for both traction and speed. grandeur of the Gran Turismo series to the Xbox and areade elements to produce a racing game that both hairdcore and amazeur speedsters can enjoy. Unfortunately, it falls a

# All Muscle

available in Segs GT 2002. The Ford Mustang GT 390, Dodge Charger, Mercedes ES00, and Acura NSX are just a few of the chasic and modern vehicles from 21 car manufacturers. For the an oven fister ride. You can adjust the weight; add a muffler, or sport racing tires to blow away the competition. Enhancement to cars make a difference in the controls, plus you can feel when the tires and brakes are wearing down, which adds to the game's





unmodified cars. Essentially, it's almost impossible to win without first fully upgrading your car with expensive parts. But to buy the much-needed equipment, you need to win races - and that's a conundrum of unbalanced some-

## GRAPHICS

Sharply decribed road their limits with challenging turns and fast straightiways. The locations are as

# The Fast and The Not-So-Furlous Sero GT 2002 is nicely tuned with both a solid graphics engine and a smooth

idling soundtrack. Each car looks fabulous, sparking in the sun as it rears through winding tracks in towns and stop rolling hills. In fact, the diverse tracks offer an outstanding challenge as you try to corner at top speed, pushing the cars to their limits. Even the revs of your supercharged engine sound realistically insimidating to the ear.

phy. Additionally, the game won't allow you to adjust the car's height and downforce, both of which are essential to racing (for cornering and drag racing).

### diverse as the cars available SOUND

Humming motors, screeching tires, and fiery engines all make for a solid symphony of vehicle noses. Ambient muse plays softly in the background, too.

### Gran...er. Good Turismo Although Sega GT 2002 keeps page with the

pack of other racing games, it doesn't get the checkered flag. Still, as the only driver of its kind so far for the Xbox, the

### CONTROL Steering strough the apex of a turn-

make it easy for your fineers to navirate the-curves. Cars behave even better when they're properly tuned.

GAMEPHO NOVEHILER \$102

fans. 😉

game is worth

**FUN FACTOR** Despite the great visual and sound package, Sega GT's gameplay isn't tuned for a fun ride. Competitions can be wor



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SK ANYONE WHO grewup # 5.01 99 in the 1980s what their favorite cartoon series was, and there's a good

Cycle have brought the old faithful cartoon

series to the Xbox, and while it's not great.

Assilable non •2 players chance they'll say Robotech. Now TDK and Vicious







it's certainly road. Variable Finhler?

When the SDF-I landed on Macross Island some 10

years ago, Earth's nations used the fallen starship to create Robotechnology, which helped huganity make huge jumps in the pursuit of progress. Of course, global war broke out. and the Robotech Defense Force was created to help ensure

peace and prosperity. Now, with the invasion of the humanoidbut-gigantic alien Zentraedi, that peace is threatened In Robotech: Battlecry, you take control of a Veritech fighter, a robotic battle machine capable of transforming into

three modes: Battloid, a gigantic humanoid robot; Fighter, a tricked-out super jet, and Guardian, a mix of the two. You must learn to pilot a Veritech and defend humanity from the warlike Zentraed renegates

Battleory is faithful to the series even down to the cell-animated look and cheesy voice-acting, and after you get the hang of it, flying a Veritech becomes almost effortless. Once you've gotten used to the graphics, the voice samples, and the transforming gamephy. Battlecry's problems then arise because the game simply becomes repetitive. There

seems to be only a very limited number of sound bites and about three or four different level types that charge little over the course of the game Gamers who aren't familiar with Robotech and are looking for an entertaining shooter will be disappointed with the repetitive

Fan Faver

is a good game for fans of the cartoon tant to you than zameplay diversity, then here's your chance to finally join the RDE 🙆









# The Terminator: Dawn of Fate

Between the kiecen license and a story line that lends light up to the first film it was hard not to have high hopes for The Terministry. Down of Face, but unfortunately, this game paintnels those expectations into rubble. The action-

sy gamephy just gets hammered by lifegically executed camerawork. You're constantly trying to figure out while by to push the thumbstick at every jarring perspective shift, which often results in deadlocked, repetitive patterns of entering and exiting the same room. In open areas, it sin't no drame, but in tight spaces against relentless mechanical death machines, the frustration is excructating. Even worse, the sticks

unresponsive controls ensure that you'll spend a decent amount of time running in the wrong direction anyway Despite polygonal simulaers that look nothing like their

colluloid courterparts, the polished graphics-combined with sharp visual effects - immerse you within a devastated futuristie wasteland by Skyner. Although the voice-acting is stiff, there's good sound design complemented by a head-nodding militaristic score. For dichard fans, the chance to thrust themselves in the Terminator universe might make this game worth blisting through. If not for the license, though. The Terminator, Dawis of Fate wouldn't be worth a second look. (6)

oped by Paradism Ent # 540 G



PROTIP: Use the EMP gar faith freeze enemy robots Then switch to first-person mode end se them out quick by shooting off

GAMILTO NOVEMBER 2002

# "I WAS A 99 LB. BARBARIAN" - Gothar of Gundria





l was a little girly man, better suited to playing with sissy baby dolls than with battle axes. But then I mastered the UPGRADE FEATURE in BARBARIAN. Now nobody messes with me... NOBODY!!!



increase - and maintain - character power and ferociousness, fast! In recent head to head field tests, even mildly upgraded barbarians crushed their friends and foes without mercy. The MASSIVE 1-PLAYER QUEST mode - with 10 characters to choose from and literally hundreds of adventures to play - is the perfect training ground for customizing your barbarian, increasing strength and magic, and winning friends and influencing people with pure brute force. But waitl There's more: BARBARIAN also features an insane MULTIPLAYER MODE for up to 8 playable characters on screen at once, plus totally interactive environments. and best of all an exclusive ass-kicking "save-your-customized-barbarian-and-take-him-anywhere-withyou" formula!

DON'T SETTLE FOR LESSER GAMES. DEMAND BARBARIAN TODAY.













is 4-player made is wicked. Now if I est find 4 apparents I haven't alreads d I would show you DIRSORLIN'S S

erragen of choice is equally a true, or a pill.















#1 elavor































ates for information and assistance. Essentially a stripped-down Metal Gear Solid minus the action. Prisoner of War his "moved bag" written all over it-a shame because the ingredients are there for a massively wicked some

### THE GREAT ESCAPE The camp designs are great and boast realistic detail, but overall

CODEMASTERS' PRISONER OF WAR IS a conceptually ambitious game that incarcerates you inside

the graphics are on the weak side with flat textures, stifted aniaztion, and helishly frustrating interior camerawork. An excellent musical score is marred by the worst voice-acting since Star Wars: Obi-Wan. The always-cool stealth-based gameplay mechanics are also

stunted by a lack of mission variety and wonly A.l. prison suards (you practically have to walk right in front of them to yet their attention, and even then, they are easily avoided by hiding under beds or running up staircases).

# "SCHNELL!"

Whether or not you will enjoy Prisoner of War really depends on your taste. While it's not as deep as it should be, the game nevertheless will keep you coming back for more. It definitely has its strengths, especially if you're a fan of sneaking around and using your nugget. Although some may be put off by the its slow pace, those with a little patience and ingenuity will feel very rewarded once objectives are completed. Prisoner of War is definitely worth checking out, @





THE MORE "EXTREME" games that show up on store shelves, the harden it is to make each one stand out. Mat Hoffman's Pro BMX 2 does it the oldfashioned way, reliability, quality, and familiarity. WHEELS OF EIRE

PRO BITIX

### MHPB2 marks the series'

debut on the Xbox, but if you've played the Play-Station original, you'll spot tons of improvements right away. Sure,

the graphics are much nicer and the levels are quite a bit larger, but the manual system has been enhanced and there are tons of track lines throughout the same's nine levels (one of which is exclusive to the Xbox). When you conque those areas, there's a park editor for making your own, too. You'll also find fun multiplayer modes - Halfpape Hell, which uses a moun-

cain of vert ramps as a race course, rocks—tions of bahind-the-scenes videos of the real pro riders on tour, and several secret elements to unlock. Best of all, the game is easy to pick up and play-if you're familiar with Activision's other Os games, it's not hard to grab a controller and start dome the cool vert, street, and flathed tricks right away

The soundtrack is especially diverse, featuring Iggy Pop, Bad Brans, Dub Pistols, Ice-T, and N.E.R.D., while sound effects are mostly atmospheric and subtle -- a few speech samples along with environmental spedies like sea sulls in Boston and the elevated train in Chicago. Mat Hoffman's Pro BMX 2 definitely follows the standa

formula, bolstered by some nice additions. Then again, it's as enjoyable formula that works-so no problem. @













er maid in PROTIP: W as a ramp and by 0.5? Use the B









le ar k

# **XBOX** PROBEVIEWS

E C40 00



# **Dynasty Warriors 3**

Koti's Dynasty Wasmans 3 shares some simlarities with any game from the Romance of the Three Kingdoms series, except in takes you from a bird's-eye, managerial view and places you in the heat of combat on. the battlefield where you must actually fight alongside your prodos. You can choose from several historical Chinese warfords and engage in lengthy multi-objective campaigns. Although teamwork and lesiping your fellow

soldiers' morate high are emphasized. DW3's primary focus is hack-matish maybein, something easy to purform courtesy of straightforward and responsive controls Sadly, the rote play mechanics become tiresome after a few cam-

paigns, and despite a limited combo system, you can eliminate most enemies by mashing the same button. DW3's sharp visuals have a hard time looping pace with the on

screen battles. The number of ornately detailed soldiers that can appear in a given space at one time is impressive, although it frequently slows the action ... plus enemy masses often materialize-out of thin air. All the combat is set to a driving rock soundtrack that would be more fitting to a contemporary setting. Studying history may be boring, but playing it is a bit more entertaining-at least in the DW universe. History bulls with itchy trigger fingers should give DW3 a weekend-rental look.



### - Developed by Z-fair Published by Acdal **\$49.99** #Available now

#2 planer



### **Aggressive Inline**

CAN STATE WHISE Offer as much fan as four? A preside Inline says yes, thanks to its excellent brick skinting grouplayno board highstay

Aggressive inline doesn't just offer stuff to do, but stuff to figure out. In between all the death-define skaping sounts, you'll solve some tricky puzzles and challenges that offer a real sense of accomplishment, not to mention some unusual trick lines. Pro riders, Scansed gear, and extremely large but dense indoor/outdoor levels (including an exclusive Xbox 200) give the game a sense of scope and realism. You'll discover tons of strint paths on every level, plus a few



910/353 innovations you won't find in other games (such as sweiging around poles). There's a nice tutorial, but if you're familiar

> Visual details like tattoos underneath shirts that flap in the wind should raise a few eyebrows, and the levels are no less incredible—it's a gorgeous game. Accism's action sports titles always have a hit-filled. soundtrack, so hearing tracks from PO.D., Sublime, Pharcyde, and Hoobastank is no surprise (but entirely welcome). For the first rollerblacking game on the



One Wicked Cricket



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PlayStation.2





CAME BOY NEWSYLES











# Football Action Heats Up with NFL Fever 2003



NFL FEVER 2003 continues the franchise's impressive assult on Madden NFL 2003 and NFL 2X3. This game theneis down the sideline between football sim and football arcade game, and it scores.

Football Friendly

Make no mistake, Fever has all the trappings of NFL football. All the current pro teams and a good nutrifier of all-time teams for every franchise are suited up. Stadiums are re-created in decent detail. In fact, the ambient studium sounds and crowd noises are just two of

In fact, the ambient studium sounds and crowd noises are just two of the game's audio highlights. They bolister the sounds, and they're joined by good playcalling by the two guys in the booth, who unfortunately sound a mite dry and lack big-game electricity.

Visually, Fever rurs' pretty well. This game generally moves fest, and purets should enjoy scouling out the fine destils in the player movements, like stumbling running backs flighting for balance or defenders reaching out to stop a numer. However, player models look slightly beely and generic, and for all the subticities, there's some robotic-looking movement, too.



outing Committee Committee

Got the Fever

o d

PROTIP: Effective running require good vision. Keep an eye open for a alternative running lane to open up through the line. Fever shifts into genr with its gameptry, Like last year's version, the game often feels fluid and furtious. You can squeeze serious thrifts out of the running game, and the 'controls are nicely tuned for the ground attack. At the snap, you can see alway developing and quickly out into an 'coorn lane', nice!

The passing actick, on the other hand, has a sort of split personality: It's sometimes explosive and sometimes bid-back. For plays that call for receivers to make sharp outs on out patterns or quick starts, you can fire

bullets. But for anything long and deep, the gameplay noticeably downshifts as the ball takes a released, scenic route to receivers.

On defense, you can make some great individual moves. The swim move

works more effectively than in any other game. But defensive demons are going to feel hamstrung when they find they can't quickly shift

# the tine or the linebackers. Micking a Play NR. Fever is sure to recruit a following, and it has some nice up-

sides. The orline action via Xbox Live, for eximple, worked perfectly under laboratory conditions, and three will tell how well it withstands real-world strains. This is definitely not a football sim, but it brings its own brand of fun to football. Gif



PROTIPs For our patients, re quarterback to the side that it ceiver is breeking to.

GRAPHICS

NPL fever's got its own catchy visual

personality Sure, the player models are muscle bound and the fixes don't look real, but detailed, aremated moves—like a quarterback's follow-through or a defender's shoestring tackle—look areating.

The crowd noise, ambient stadium sounds, and on-field vocals are the best of any game, re-creating the audio impact of football. The announcing crow makes accurate calls, but they lack chemistry and enemy.

CONTROL 4.0

The gameptay is sometimes lightning quick, but the right controls keep is all manageable. You can quickly cycle through physics on defense; however, you can shift the keep or the Irrelateless, nor can shift the keep or the Irrelateless, nor can

you display defensive assignments,

FUN FACTOR 4.0

Fast, Yun, and riscaly finished. Fever's got flair it's not a sim, and it doesn't seem so

flair it's not a sim, and it doesn't seem to want to be one. What it is it good video game football in its own right.



P: Use a double swim move with o









turing the Scoopy-Boo cortoon ice actors and special guests.



12 huge levels based on the



















# NASCAR Thunder 2003

#4 player

E 📵 🔞 🔕







its challenging, technical feel. Is That Heat Lightning?

For NASCAR fars, it's all about the drivers' personalities, and " NASCAR Thunder 2003 delivers them in a big way. In the new Lightning mode, everyone from Dale Ir, to Tony Stewart introduces you to a famous race moment, then

follow your favorite driver around the track while he seaches you the best line. You'll also find a 43-car pack, all the Winston Cup tracks and drivers, and a full Season mode.

The most remarkable new feature, though, is the covernous Career mode. Starting as a raw rookie, ou build a car and assemble pet-crew and fabricator teams. You manage an inventory of engines and chassis while carrying out R&D on better technology. You also time and first evaryone ranking from your crew chief to your lack-

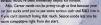


outs you behind the wheel to try to duplicate their feat. And in the new Thunder License mode, you

from and oversee a host of scorsor deals. With even teamhappiness and sponsor-prestige ratings to monitor, it takes on a distinct RPG-like feel that proves addictive and immersive.

### Some Extra Hours in the Body Shop As for the overall gameolay, it's challenging and realistic with a

sim-style feel much like Gran Turismo's. If you're not comfortable with manipulating gear ratios or practiong a track until you have its corners down cold. Thunder might prove more frustrating than fun, An "Ask Petty" feature, just like Madden's play-calling advisor, would've been immensely helpful for novices





Pt When your car is too slow in the ed . Add a pound or two of extra tire prass s lower top spe



he ext of Turn 3 into Turn 4 at Dar cy-it's vary easy for your car to

# Three Wide-Hold Your Line!

The trio of Thuriders are mostly identical, though some differences are apparent in the graphics and handling. The Xbox version noses shead of the other two with deaner visuals and slightly more responsive arraiog steering. Both the PS2 and GameCube versions suffer from anti-alesing jaggles, and the PS2 game also has some minor slowdown at times.

In general, the graphics are shorp but not dazzling, sporting elittering car models, decalled triacks, and slick lighting. The sense of speed is solid but disease always success a blistering 200 meh. pace. On the audio side, the highlight is the engines' throaty rumble, but the crew thief and MRN commencary team can be repetitive and occasionally off the mark. Even with all the assists. on, the controls have a tight, demanding feel, and if you're not wise in the ways of proper tactics or car secup, they can feel pretty squirrelly. Hardcore racers, though, will revel in it.

NASCAR Heat 2 is gearing up for a November start, and it'll probably handle a bit better but look a bit worse, while its unique Career mode might appeal more to some gamers (see Sports Pages Previews, this issue). But you can't go wrong with Thunder's excellent, exciting performance, its heartx NASCAR personality will hugely appeal to fars, while its innovative and deep approach will real in plenty of rading samers. (2)



and 3, then just briefly ease off the for Turns 2 and 4.



can only be on or off. Develop a feel for smooth







# NHL 2003

FOR YEARS NOW, the NHL series has thrived on an exciting mixture of areaday action and hockey, and this war's edition doesn't mess with that success. Although EA Sports has implemented a snappy roster of excellent refinements, NHL 2003 is-in all its glory and with all its flows-much the same game as NHL 2002. That's not a bad thing since it remains one of the best hocker games out there, but it's accompanied by the vague disabpointment of an opportunity that slipped away

### Oh-fence Wins This Game

NHL 2003's new features fall more in the caregory of under-the-bood tinkerthe rhan blackhuster developments. The momentum meter has been dropped in favor of a game-breaker meter, which less you bust a cool sto-mo shot once the meter's full. Deking and stickwork have received tons of attention, and you can now manually control your stick's movement, which lets you try to strut your stuff and frice out earlies and defenders. Overall, the feel of the stick and puck working together has been greatly improved-you're not just

steering a skater around, you're controlling his skating and his stickwork. Old hands might find it slightly serky at first, but once carried, the controls really rock and open up new moves to master. None of this is hute stuff, but fins of the series will be enormously obessed. And -of course - standards like x 10-season Franchise mode



with your stick. Shoot by pressing R3.

player creation, custom teams, trades, NHL Cards, and fighting (among others) return to fill out the rosters :- The gameplay has also been tightened and tuned. The games are still highscoring and action-heavy, but the A.I. players perform a little more smartly than before. But it's really tough to take the defense-first approach that's con

=\$49.99



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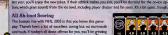
Nice One-Timer, Eh?

get back to cover, your zone like they should. It all adds up to a game that shines in multiplayer action but lacks strong power on the one-player side. Even more than with other recent sports games, the three versions of NHL 2003 have only the most minimal differences. The PS2 edition has the cus

mon in the NHL because the AL is so offense-oriented that it just can't have For instance, breaktways are rampont because your defensemen simply don't

any case of the anti-alliating blues, so the Xbox and GameCube versions look a little crisper, but that's premy much in Across the board, the visuals score with awesome new animations that give the players more graceful movements, but unless the players are superstars, their faces are usually rough approximations. Snazzy cut-scenes capture authentic moments like trainers rushing out to treat insuries or players flipping the puck to lines-

men, but the fan-reaction shots are pretty lame, -On the audio side, that two-man comedy routine posing as commentary returns, and if you liked it last year, you'll enjoy the new jokes. If their schtick makes you sixls, you'll be thankful for the on-ice op-



All Ah-boot Scoring

The bottom line with NHL 2003 is that you know this game play. There's been a lot of excellent tuning but no mammo overhauls. If hockey's all about offense for you, you'll be grinning. ke Ray Bourgue did when he finally hoisted the Cup. @





er shot per metch.

o save it for a

SEPRO NOVEMBER 2012





WWW.GAMEPEO.COM LETTERS//GAMEPEO.COM



# 112% NBA

Anyone can give 110%, NBA Inside Drive 2003 is now loaded with a 25-season dynasty mode that includes player management, timely trades, interior drafts, play design and stars that Improve with age, Will purple reign? Will the windy ofty rise again? It is your team, kid.





ww.xbox.com





# NHI. Hitz 20-03

NBA JAM FIRST showed that setting a sport "on fire" blast, but non-often, those farmes are more of a flish in the pan than a roaning blaze. Surprisingly, NHL Hitz 20-03 bucks this trend with an impressively deep arcade hockey game. If you like your hockey like you like your wresting-filled with fast, francc. no-holds-barred mayhers---you'll find lots of love with Midway's sophomore Hitz.

### A Chin-Rattling Hit by...Lemieux? For the uninitiated, Hitz' three-on-three hockey games have

more in common with the WWE than the NHL-the action is is mined with everything from cartwheeling checks to turbo-boosted shots to, risturally, players catching

and the only rule is no checking the spale.

this year's vanilla ectrion of Riez, is its impressive death on the features side. A truly introuve Franchise mode less you form a hockey squad from scratch and battle up through the ranks to eventually earn a berth in the NHL You can pick your captain, as-

sign skill points, choose your logo and equipment,





on fire, You'll score in intervals shorter than the heartbeat it'd take The Rock to stomp Mario Lamieux,

It's a very familiar formula for a Midway sports game, but what elevates Hitz 20-03 above, for example,

and much more. A slew of mini-sames - some fun, some broe----follow the Virtua Terroit who and provide some refreshing alternatives, while a helpful Hockey School mode gives newbies all the less

sons they'll need. A full Season mode, a 16-player (not simultaneous) Tournament mode that's perfect for party-game moments, and a slew of seriously deep sustamization options round out the raster. And of course, you'll find the usual wacky extras ranging from rinks set on the moon to alien players. In short,

there's a whole lot of same here; the only thing missing is online play



The only significant difference between Hitz for the PS2, GameCube, and Xbox is found in the graphics. None will make you gape in awe, but the PS2 version is the least polished, while the Xbox offers the cleanest, slickest graphics and the GameCube is just a hair less worthy than the Xbox. As a mickage, Hirz' colorful rinks and dramatic special effects. like the fountaining ice sprays, are its strong points. Although the player models

are reasonably sharp, they suffer from a chunky look. Hitz' stan-studded soundtrack, though, is a blast, offening choice tunes from top bands like Staind, Incubus, Moby, Rob Zombie, and more, Familian Midway announcer Tim Kezrow is now joined by Barry Melrose, and their workmanilies commentary does the job without wowing the crowd.

The controls almost feel like they're borrowed from hockey's heyday on the Genesis, which ain't a bad thing. They're fast, easy, and not particularly realistic, but they're a fitting match for Hitz' style of game. Extra props go to the game's complete roster of on-ice moves, including coal touches like guarding the puck and a fake shot that converts into a rapid-fire pass.



If you take hockey seriously, no need to apply here. But if you're looking for rowdy, raucous action backed by unusual staying power and that familian Midway sameolay, you'll sayor the smell of what Hitz is cooking.



#4-8 stavers

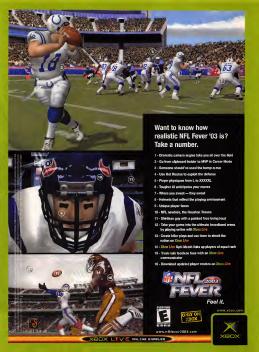














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EVOLUTION WORLDS

# NBA 2K3



# Defending Champs

# Although list year's versions of NBA 2K2 on next

gen platforms were merely buffed-up ports of the earlier Dreamcast title, they were still head and shoulders above the rest of the pack. This year, NBA 2K3 will be taking full advantage of the extra power that the PS2, Xbox, sind GameCube are capable of

That added slice will be readly apparent is the graphics as this year's models will barely resimble those in the previous outing. The Ikenesses of the players should be astorishing as Sega claims that no two heads shapes will be alike, at least our of the starting flue of early team. The present tions will be equally insane, thanks to the implementation of five-man motion-cipture data that creates realistic interriction between the players

























or 2K veceran could ease into. The biggest iddition was the ibility to change your shot in mid-air. If the defender was about to cleanly cor test : dunk, you rould switch to in

underhand hy-up instend. You could also control how hard or soft you writted to priss the ball, and players were able to dive for loose balls that were heading out of bounds. How successful they were in styling it depended on positioning and what their stell rating wa





Players in real life can be streaky, so from the substitutions menu, you'll now be able to quickly see who is heating up, struggling, or ice cold, and then adjust your lineup and tactics accordingly.

Rounding out the features list will be the oblizatory Franchise mode, poline support, and a pumpedup Street mode that lets you play in daytime or nighttime, and in rain, fog, or heat-wave conditions. With everything and a couple of kitchen sinks rown in, NBA 2K3 is

looking ready to take on all corners this October







# SPORTS PAGES

# NBA Live 2003

# Run and Gun

One of the main complaints locked against NBA Live 2002 was its slow mace. Fans wanted a faster experience that was reminiscent of earlier titles on the Genesis, and they're in luck as NBA Live 2003's pulse has quickened dramatically. The preview version featured lunge steals, dynamic replay shors, and hearthrat Vibration via the controller. which indicates that the shot clock is running

down. You'll also be ble to take a charge, call plays with just one button, and run a true zone defense that adheres to the three-second rule

> Game modes will include Season, Franchise, actice, One-on-One, Playoffs, and Exhibition. In











One-on-One, you'll get a new outdoor beach court. "Ive" ex



Published by EA Sports



players' show-time moves will get their prayers answered in Live 2003. The right analog stick will be used to "freestyle," and it will give you total con trol of stutter steps, crossovers, and spin moves through various combinations of gamer-inputted motions. These can be linked into a series of fancy, highlight-worthy routines. Naturally, some secret moves will require experimentation to discover.



# Pump It Up

The player models will be twested with more detail. but the main upgrade will be in the total number of animations. A two-man motion-capture system is being employed to deliver realistic interactions

like post moves under the basket. You'll also be able to view cut-scenes showing player and coach reactions on the court and the bench . The music will also match the higher intensity of the game with top rap artists providing tunes: The cover boy this year will be Jason Kidd, who will greet you with his smiling mug in stores this November.

















Samewhore in a city of 7 million

the man who knows why and the

wom**an who may be your only** charjee at finding them



# ShenmueII

/ icitie beginning

















......





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# NBA Inside Drive 2003

AFTER A DECENT debut last year on the Xbox, Microsoft's basketball franchise hopes to get furt into the playoffs with a tuned-up 2003 edition. NBA Inside Drive 2003's gameplay has been slowed down from last year's frenzied page, resulting in a more restistic tempo. An improved dynasty mode will hit the hardwood alongside the series' patented dynamic player performance, which affects the development of your players based on how you play. Tweaks in the graphical presentation were evident in the preview version, particularly in the enhanced texture maps and improved player models. Inside Drive's push for the playoffs begins in October. @





Developed by High Voltage Software

Published by Microsoft "Tarret release date: October



# NBA ShootOut 2003



989 SPORTS SENT parts of its

lineup to the showers last year so it could take the time it needed to regroup. Because of this, everything in NBA ShootOut 2003 will be brand-spanking new-like its revamped graphics and refined computer A.L. and a network-style presentation with commentary from lan Easte and Brill Walton. The most highly touted feature will be the career mode, where you'll start in the

COVER BOY Tracy McGrady

will return but ESPN will not as

tions. The preview version controlled more like the earlier, arcade-style in the Zone rames



oped and published by 989 Sper rget release date: Septen

er leagues and work your way through the NBDL and into the NBA. The preview version showed remarkable improvement in playability and controls so far, but the court





# **NBA Starting Five**



then the more smulationinded ESPN titles. The play calling mirrored this hange by offering more ersonality-driven fire. Starting Five will also b waitable for the Xbox. @









# Duel to the depth.



# **BassFishing** Duei

Sega Bass Flating Duel will knock you overboard with heated two-player competition. And when you finally run out of friends to beat, you can tackle the CPU opponents, each with their own personalities, strengths and weaknesses. This attitude may not make you popular around the watering hole, but it's lonely at the top, buddy. Who says felining not an extreme sport?







PlayStation<sub>®</sub>2



CHO-CHANICOL SCOT, SCOT.



# Dirt to Daytona: NASCAR Heat 2

### ged by Monster Corne Published by Inforrance B Target release date: Havershe







of riches, NASCAR Thunder 2003 sizzles with excellent racing (see review, this lissue), but Dirt to Daytoni: NASCAR Heat 2 looks primed to offer an equally compelling but completely different experience. Like Thunder, Heat will provide an in-depth Career mode, but the twist is that you'll work through the ranks. You'll start out racing stock cars on dirt in the NASCAR Weekly series, then graduate to featherlights in the NASCAR Modified division. Once that's mestered, it's on to trucks in the NASCAR Craftsman series, and the holy grail is a Winston Cup ride. Along the way, you'll buy parts, inarage sponsors, and hire/fire crew members.

For more casual fans, Beat the Heat mode will return with a slow of new minigame-style challenges, and you'll also find a Season mode, 31 NASCAR tradis, and a 43-car pack. While playing early preview versions. Hear's four styles of racing supelied an addictive combo of challenge and variety, and its features and graphics were! impressive and competitive. True fans can't get enough NASCAR, which will be key . this fall as both Heat and Thunder should deliver plenty of thrills.



























which will be released for the Xbox, PS2, and GameCube this November, Fans of the films will be delighted by the attention that Rage Software is paying to detail, particularly when it comes to Rocky's appearance. As he climbs the ranks in the vame's Movie mode, his outfit will reflect the film in which each featured bour takes place. For example, at the beginning of Rocky's career, he'll sport his red and white



trunks. He'll then change into gold trunks after winning the title. and then he'll raid Apollo's wardrobe for the American flag trunks for his fight against Clubbar Lung.

On the gameplay side, the fighting system will be geared towards stringing together combinations. In the early version, the game controlled well, although hopefully the A.I. will get more work before the game's release.



















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# ole-Player's Realm PROREV. LEWS



WAYS ENDEARING to see a company try something differ ent with RPGs, and hack ("dot hack") couldn't be more different if it tried. Infection is the first volume of a fourne sec, each of which includes a half-





stare for what should be a very exciting series. The hacker Crackdown

what? The first volume succeeds-mostly-in setting the The same takes place in The World, a fictional online RPG that looks like a medieval version of Phantasy Star Online. The World is putting its players (including your

hour anime DVD set in the same universe. And, hey, guess

friend Orca) into real-life comas, and as Kite, you have to break into its nether regions and investigate what's going on. Despite the online RPG facade, the plot advances like an offline RPG: Nothing happens unless you so on quests and advance the story yourself. Besides the basic

RPG missions, you'll also need to check your mail and read The World's message board to keep up on current events, a surprisingly fun diversion.

Blurring the Line Between Fantasy and Reality If you've played Phantasy Star Online at all, you'll have no problem coming to

s in .back all have the so

grips with the game's basic structure. The dungeons are divided into discrete. algorithmically generated rooms, just like in PSO; the battles are in real-time, use like in PSO; and it's easy to die horribly in a metter of seconds, just like in PSO. The result is a very basic fighting system-simple hacking and slashing is all you really need to survive most encounters

The character models are well crafted and animate very noothly, indeed, some of the larger enemies wouldn't be out of place prowling the fields of Final Fantasy and other graphicsneed RPGs. The big drawback lies in the rest of the graphicsthey're very basic, and the textures on them are blurrier than your grandma's home movies. While it does look like an on-Ine RPG, it's still a notch below modern PS2 standards.



Despite its simple graphics and gamepley, it's really obvious Cyber Connect 2 enjoyed making hack, While it's tough to my whether it will stay fun for another three volumes. Infection is a breezy and enchanting little RPG that's surprisingly accessible to most gamers. In a way, though, it's kind of a shame Bandai released this before the Network Adapter. The PS2 could use a real PSO-style online title right now. (3)



TIP: Enemies never drop n so the only way to get any cash is b ling items you don't need anym

### GRAPHICS

The character mode's are nicely detailed and have a lovely anime feel to them. The environments, though, are another metter. Don't bother adjusting your TV setthe textures really are that blurry

### SOUND

The music is very smiler in style to the Phantasy Star Online soundtrackwhich is larly for us, then because the dreamy otherworldly types clams themselves to your brain and never cuite seem to let ro

# CONTROL

There's nothing obviously bad with the PSO-style controls until you notice how aggravating camera control is in battle (not to mercion, oh, about everywhere else). Some sort of automatic camera bassparage viteers mad have been greatly appropriated.

# FUN FACTOR

Despite the simple battles and phin story, hack is addictively fun for the 15 hours it lists If Cyber Connect 2 can keen it interesting this could end up being a Series for the ages.



















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"The DM Client and tools elevate Neverwinter Nights into a creative medium of expression"



BioWARE















### OLE-PLAYER'S REALM PROBRYLAMS

ORGET WHAT YOU'VE experienced in previous Grandia games. The "Xtreme" in this newest

Developed by Garne Arts -Published by Ents Assilable now

# 1 player







incornation of the fabled series means just that: extreme combat and extreme item, skill, and magic management. The rest, though, suffers

Can't We All Just Get Along? The story is themed with leadership, teamwork, and cultural awareness-centering on Evenn, a skilled Ranger who is unwillingly recruited by the local army to stop the Ele-

mental Disorders from harming the land. Evann leads seven other misfits from different

lands across the country to stop what seems to be an environmental mess

crused by the ancient Disorders But as the story progresses, Evann and his team start to realize that the army has an ulterior motive. Stavine with tradition.

Grandia Xtreme's battles are the heart of the game. A unique blend of turn-based and real-time action is at your fingertips without any confusing menu options to worry about. In fact, you can choose to have the computer fight for you in a variety of styles (aggressive, defensive, supportive, and more), or you can battle manually, directing each magic





Sav What? Despite the slick combat system, Granda Xtreme's overall visuals and sounds aren't as ingenious. During fights, flashy and eve-pleasing effects take center stage, but as you explore towns, dungeons, and everywhere else, the graphics are blocky with little decal. Likewise, the sounds of weapon effects are a blast for

the ears during battles, but the overall voice-acting is horrendous Transfully, though, the wonderfully edectic mix of music appeases the ears. As an engaging role-playing game, Grandia Xtreme doesn't quite cut it. The predictable and slow story line only makes you want to skip all the outscenes and move directly to the next field. The adventure is also linear with very few challenging puzzles or side quests. Even your humongous library of

spell or special attack on a particular enemy with ease.





who Isn't as advanced as the rest of m, have them stey in the b d use them as support for the oth her than as offi

# Xtreme to the Extreme

magic, special skills, items, and accessories can get cumbersome to manage. With good resson, Granda Xtreme is not an entirely new adventure to the series. It's more like a Grandia 2.5-with an emphasis on a fast-paced battle system within a familiar-looking world. Grandia fans shouldn't miss out, but the rest of the RPG enthusiasts should be satisfied after a weekend rental. (2)



magic or special most



# 3.5 SOUND

every corner of the screen during com- entire story even more laughable. The Granda games, is one of the best you'll buttlefield, Granda Xtreme doesn't offer but, but outside the battlefield, environ- music, though is edlectic and soothing to find in any RPG. The mixture of real- a complete RPG package. The story is ments are drab with little detail. There's the ears.



3.5 CONTROL

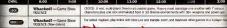
to play and easy on the fingers.

4.5 FUN FACTOR Specialing and colorful visual effects fill. The vocce-acting starks, which makes the. The combas system, as in previous Beyond the funcatic gameplay on the



time and turn-based fighting is addictive unfulfilling, and the linear adventure of fers just a few puzzle challenges and side





Mature Sexual Thems: Violence





# OLE-PLAYER'S REALM

have something to do with Romanca of the Three Kingdoms. The characters we in face of the Three

me that puts some pizzazz into erid-based strutters. But since this is a Koel title, it has to

- 549 66 · Available no







### Tactical Thinking You choose battle units and then deploy them across grid-laced battle

fields. Topnotch controls enable you to easily exercise your military muscles as you activate your arms, doing everything from assigning commanders to deploying troops. On the battlefield, you manipulate units like meres in a board same, basically trying to surround, overrun, and destroy opposing units.

stresses successful military strategy and battlefield maneuvering.

Glory or defeat depends on your ability to use powerful unit attacks called Tactics. Each unit can use certain Tactics, such as a flanking move

or a sudden charge. You have to figure out how to best use Tactes, including coordinatine multiple units, to bunch devastatine combos.

So putting on your thinking cap...er, helmet, is a must, but every move also fires up an entertaining show. The graphics in Tactics look sharp. There's an impressive blend of one-grid-at-time unit movement with gorgeous, sweeping battlefield tinemss. The sounds basically focus on telling a good story with a straight-talking narrator and grand, luxurious symphonic music. There's not a lot of energy, but





there's a nice touch of drama there.

PROTIP: Defeat a

# What Price Honor?

Dynasty Tactics makes the sometimes slow and daunting challenge of bunching grid-based military campaigns fun and entertaining. Your brain will definitely get a workout, which will make victory taste that much sweeter. @

# Dual Hearts

IF TAX AND DAXTER were spiced with The Sandman in a Legend of Zelda cloning lab, the result would look something like Dual Hearts, a chartemetic, dream-hopping cross between a 3D platformer and RPG (just barely) that recalls everything

from Alundra to dire in Whaterland Do Rabbit-Pigs Dream of Bacon Flan?

Dual Hearts' biggest blessing is the sheer variety of gameplay, a fusion of 3D platformer, adventure, and RPG elements from games like Link, Marlo, and two-character-cooperation fests like Banjo-Kazonie, Truth be told, with so many options and so few buttons (and fingers) with which to control them, Dual Hearts' variety could have easily been its downfall. A helpful HUD. however, shows you exactly what button does what and when, and the same's Zelda-lish lock-on tarreting system makes the potentially confusing combat much easier to wrange.

Dual Hearts features a unique dream moof that has you hopping from human mind to human mind, a nifty story mechanic that leads to lots of graphical variety-a dog's cartoon-simple dream of a backyard, for example, looks mightily different than the surreal Salvador Dali concoctions cooked up in an artist's mind. Unfortunately, the graphics are rather sloppy (apparently, Rumble dreams of frame-rate drops and messy-looking areas with reconstituted PlayStation textures), and the camera is hard to work with.

The Legend of Raxter-Kazooclanky While Dual Hearts is forged from a giant jumble of other games' ideas, it at least knew enough to primarily borrow the good ones and chuck out most of the bad. The result is an endearing action platform/RPG mess with tons of variety, and its biggest problems lie mostly in the technical polish decontinent. While you dream dreams of the upcoming Zelda, Dual Hearts should temporarily sate your real-world needs. @





where you can use your gold rir you'll need 500.



186



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# OLE-PLAYER'S REALM Previews

# Phantasy Star Online Episode I & II

PHANTASY STAR ONLINE become one of the Dreamcast's bireest hits-and one of the first console titles that used the internet to place multiple remote players in the same combat party. Phantasy Star Online Episode I & II will contain a port of the original RPG, plus a new adventure, Episode II. Unlike in previous Phantasy



Star titles, PSO's battles will be more actionbased than the usual







"Published by Seen

Target release date: October













Suirones III will be the first RPG in the series for the

PlayStation 2 and will take place IS years after the events of its predecessor. Replay value isn't something one normally associates with an RPG, but Suikoden III hopes to change that perception with the Trinity Sight System, a method of gameplay that will enable you to experience the game's events from the perspective of three characters. Of course, there will be no lack of diversity as you'll be able to recruit over 100 different people into your party during the course of your journey

In the phyable version, the various menus were easy to navigate as was the intuitive combat system. The 3D graphics were also a welcome departure from the 2D, sounshed sprites. But fans of previous Suikoden adventures shouldn't delete their previously saved games just yet because something special may happen if you load Sulkoden III data at the start of a new Sulkoden III game (hint, hint). @















# ONLY THE BEST COME HOME AT SUNSET!



# Baldur's Gate: Dark Alliance



is set in the world of the famous PC franchise, but the gameplay will focus more on hack-n-slash than deen RPG themes. The Xbox preview version played smoothly and handled well, just like its recent PS2 counterport Visibily the only

difference between the two console versions is that owners of Microsoft's box will get treated to 480o output (if they have a TV that supports the higher-end display). Even without that, the game looked great with bright lighting effects for magic and well-enimated characters.

# Published by Interplay Torret release date: Sep-

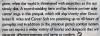




# Growlanser III: The Dual Darkness



THE DUAL DARKNESS takes place before the events of the second







# Developed by Artes/Career Soft



# **RPG Maker 2**

AGETEC HAS OBVIOUSLY been working hard to make RPG Maker 2

easier to use than the original PlayStation version. You'll be able to use a USB keyboard to input text this time around (a godsend for impotient designers), and a special beginner mode will let you pop off a quick game without having to sweat the small details of design. The most important enhancement: Everything will be in full 3D with a battle and menu system similar in style to that of Dragon Warrior VII. You can look for RPG Maker 2







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FIRST LOO





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agames.com



# TOO STORE FOR

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# STEP BACK Y'ALL

Earth: a planet in desperate need of Funkfication. Your mission: explore sprawling environments, master the art of Funk-Fu fighting, collect gift-wrapped power-ups, defeat the dreaded Anti-Funk and generally get down with your bad self in an off the wall adventure unlike anything you've experienced before. Feel the funk, bably

belam Earl







# ole-Player's Realm\_\_\_\_\_\_\_PROSTRATEGY GUIDE







Note: This PreStratery Golde was based on the name's Normal setting. The Expert mode follows the same story but with tougher cremes



to select an Item for Sora to excel at and an item for him to give up. Your choices here are a sword (offense), a shield (defense), and a wand (magic ower). If you choose a trait you'd like Sora to be best at, his abilities in that area will grow faster. The opposite is true with the weapon he gives up



Your first task on the island is to pick up two logs, a rope, and some cloth to make a boat



The rope is behind Tidus, the cloth is harring in the treehouse, and you can find logs by Riku and along the shoreline. If you give everything on the list to Kairi, you'll see a cut-scene than oduces Donald and Goofy.



After a quick bettle tutorial, you're asked three questions by Tidus. Wakka, and Selphre on your home sland Your responses to these questions determine how quickly you level up throughout the game. If you pick the top choice each time ("Gesung old," "To see rare sights," and Being number one") you'll level up more guiddy than usual.



game proper, you must defeat the first boss. Darkside Dodre or defeat the Shadows he creates and sizsh away



race Riku around the sland for an item. You don't have to win the race, but if you'd like to, impre his tree-hopping route and run along the beach instead. If you follow his exact path, you'll never bees him

at his hands; he shouldn't be much of problem to best at this point.



items for you to find: Fill the water bottle at the waterfall, find an eer on top of one of the trees by the bridge, get the coconuts by hitting the trees around Kairi, and go swimming near Selphie and Waldes to earth the



rally, the three mush found behind a rock in the cave by Kairl near the tower in the Cove. and-lastly-in the Secret Place by



After all this is taken care of, the some eventually shifts to later that night, when the Heartless invade the island. Don't bother attacking the Shadows-you can't hurt them quite yet lust get to Riku the's on the isand in the center) to receive your



Go back to the Serret Place and defeat Darkside again to finish the level He's a tad more powerful this time around, but as long as you steer de of his firebolls he still won't pose much

TRAVERTE TOWN



After another cut-scene, you find yourself alone in a city for homeless. Disney (and Square) characters.



exploring Traverse Town can be dangerous once you leave the First District-good thing you can actually burt the Sharlows with the Keyhlade now. Talk to Cid in his Accessory Shop, head off to the Second District, and defeat the first group of enemies you encounter



Once you're done, backtrack to the First District, Enter Cid's shop and leave immediately, and you run right into Squall-er, Leon. This is one of those battles you have to lose for the sake of the plot, so feel free to wildly fixil away to your death.



No sooner do you and Leon kiss and make up than the Heartless break into the hotel you're all holing up in Flead for the Third District and must Donald and Gooty. The only way into the area is via an alley off the main courtoard in the Second District.



boss, the Guard Armor, who is made up of five distinct body parts. Concentrate on one body part at a time to save yourself from expending too much energy, it's best to excide the arms first, since they hart you the most, once they're gone, you won't have much of a problem with the rest. Once you've finished off the Armor, Donald and Goofy join your party for good. We're going to Disncy World...well, the first Disney world, answers

# WONDERLAND



You start the Aice in Wonderlandthemed stage in the White Rabbit's rabbe hole. Follow him over to the next room, the Bizzirre Room, where there's a mouse-sized door that's too small for well to enter



Push the bed out of the way and take the potion on the table to shrink in size. Bewond the door you can see Alice being accused of crimes she didn't commit by the Queen of Hearts.



she asks you to find evidence that proves Alice is innocent. There are our pieces of evidence to find in

Wonderland. You only really need to find one to carry out the trial, but making a bit of an extra effort nets you some helpful items.



easy enough to find as they're lying around in plain sight as you lump around the Lotus Forest next to the Queen's Castle. The other two are the tough ones.



and iump up onto the two brown mushrooms that are right next to each other Follow the path up and into the door out into the tree trunk to reach the area where the Stench is hidne. Three clues down, one clue to go.



To get the fourth due, you need to open a path by growing to an enor mous size. Feed a potion to the yellow flower to do so-it's neht near the entrance to the Lotus Forest Once you're large, his the tree with your Keyblade. Keep on hitting the tree until you see a fruit, examine it (the hottom option) so that Sora picks it off the tree



Whick the tree one more time so that the branch with the fruit is out of the way. Eat the fruit you choosed

off the cree to shrink back down to normal and then take the brownmathroom path one more time. This time it leads to a different path and a different doorway.



jump over the gap to get the Claw Marke. If you miss the jump (which is easy to die, thanks to the tricky camera englis herd, you'll have to go back through the Lotus Forest agan. Once you manage it, though, the Oneshire Cast gives you the Bizzard spell as a reward for finding this tricky clue



Now that all the evidence is in order return to the Carde and talk to the Queen. After some more royal stillness, you end up in a bastle with the Queen's loyal deck of cards. Don't worry about attacking the gards too mach—just destroy the tower in the middle to bring the fight to a quick close. Once you're finalled, go back to the Lotte Forest to discover a



The door leads to the celing of the Bizarre Room, where the Cheshire Cat asks you to light up the two lamps in the center Go shead and do so, dispatching the Hearsless that appear in the process-



Open the latch to re-asset the Queen's drawbers, and than return to the right-side-up Bizarre Room to face the Trickmaster. He's easily defeated by jumping and launching attack combos in mid-air, once he kneeds down, you're free to whack him with your Keyblade as much as you like.



Upon entering, you find yourself separated from Dorald and Goody, Jung down off the tree-house to enter the main camp, where June safet you to find sax different slokes to help her communicate with Treats. Portunately for you, they're all easily located on the property of the communication of the safety located to the property of the safety located to the safety located to the property of the safety located to the property of the safety located to the property of the safety located to the safety located



As you progress through this Tuzzathemed world, you must fice all consons. The general strategy for him is always the same. His statistic are disgressedly less, so don't be affaid to use Guard Roll and ding out the battle until he can't take any more strange from your other party members. Turnin more proceeding at this politic, so miles are the politic, so miles same has in your party whenever possible



Your party decides to pay a visit to the genilas to sort out the mess this world's in. Go to the Hippo Lagoon and climb up the vine directly to your left.



After a small trip across some swinging vines, you run into the gorills dust and view a cut-scene. Climb the vine neet to you when the scene ends, and make your way lack to the treathouse, where you discover why Cliyen isn't such a bimeodent hunter after all Re-



Now Sore and stew must save some gonilas from the Heartless. You can find them in the Camp (immediate) after leaving the tent), the Bemboo Thicket, the Cliff, and back up in the Treshouse area, just defeat all the Heartless in each area and the gorillas show up.



Back or Camp, you find out that Clayton has lednupped jame and Terk. They're being held in the Climbing Treas; take the same rouse you took earlier for the gonfla will to reach them. Once there, attack the large back frast on the tree to free them from their prison. Let the rest of your party deal with the Heartless.



KINGDO" EARTS

Make any necessary preparations, and then go to the CHI to fight Clayton. He an't too tough, at first—just use Dodge Roll to avoid his shots and whack away when the monkey Heartless aren't benn too troublesome.



His second attack has him riding on the Stebh Seeds, a rasary gant chamsleon. What's worse he's even figured to out how so use help potions on himself. Concentrate on knocking him of his ride and them whale at him, never giving him a moment to use his potions. After he selects, you need because you want to book after he at level use him to be a thing to be a beginning to be a select to the syndie. Just a few que's purchase there's no pranky if you miss them and you're done.



The first thing PNI last yeu to do here is complete two tests of shift. They both involve destroying all the barrels in the areas within a certain time list. This have leftine tries to pail off the feat, but the second round on the frusarring. Try attacking while in the air, and turn off the Combo Plus ability—that should keep you from wasting time landing four-way combos on trupid, old tarrels.





Phi's next mission for you is to complete a six-round tournament. The first of many in this game, the object of this consest is to survive six straight battles without saving or replenishing your items. Most enemies in this event shouldn't pose much of a problemespecially now that you've got the



The last round is against Cloud himself. He can be extremely challenging if you forget that you have mand on our side. Pelt him with Fire from afar and you should be able to easily outlast his sword slashes.



After Cloud, you fight Cerberus. He's got some very mean biting attacks that can be (mostly) avoided by keeping to the dog's side at all times. His most forbal arrack involves a series of black pillars that shoot up from the round; keep running to avoid them. Climb the stands of the colseum if you need a rest and keep on plugging until he's finally dow

That concludes the bit of Olympus we to complete right now. Phil throughout the et you some ip and Dale let you know when a new t takes place.



red Trinity Mark in the alleyway behind the hotel to find Leon's sortasecret hiding place. Go back to Cid, who suggests you pay a visit to Marlin The wizard's house is located in the Third District, beyond a door that you need Fire to open.



erin is a very helpful guy-he has a special chamber you can practice our magic in without wasting MP. storybook where Winnie the Pooh and his world of mini-games are located. You receive your first sun mon attack here: return occasionally to net more useful items.



near one end of the Gizmo Shop in the Third District. Use the Trinity bell, and ring it three times to reveal the Traverse keyhole. You must fight the Opposite Armor, a slightly tougher fought before, but he should be no problem for you by now



and head into the left-hand alley to

find Jasmine hiding behind some keyhole and jump across the shutters to reach the "second floor" of



house. If you free his carpet, it will give you a free lift to a new area.



Heartless that appear, and Aladdin will summon the Genie to save himself and the rest of your party. Return with them to Agrabah.



All the regular exits are sealed back in the city, so climb on the rooftees to get back to Main Street and Aladdin's pad. Take the left pole and head for the red awning to the right. Jump across at this point and you should reach the door to the Bazzan



then jump up on the stack of box and across to the opposite wall. This keyhole opens another door over in Main Street; hop up onto the awnings by Aladdin's house to reach it.



KINGDOM HEARTS

be difficult if you don't act quickly. Areack the individual Pot Spiders until they fuse together to form a com-plete centipede; once they do, get to spiders spread out once more. Repeat as necessary.



ders; take the carpet back to the must defeat the tiger head that serves as its entrance. You need to climb



of tough to map, but simple enough to figure out once you realize that Aladdin in your party to activate the statues inc



but do so before he starts flying around-once he does, you must use magic to get him down. Either way, his attacks do little damage and are not difficult to dodge





His second form, on the other hand is invincible -- except for the lump that larg the parrot is fiving around with. Attack the lamp until lafar can't take any more. You're now done with

Agrabah and the first ring of worlds. ONTERO THE WHALE After finishing the Agrabah section. take the southern path from it in the Gummi Ship (skipping the warp gate in the middle). You should get swallowed up by the grant whale of Anocchio fame.



Here's how to get to the boss inside Monstro: Follow Paracchio to Chamber I, take the upper exit to Chamber 2, bettle your way across to Chamber 3, and head left and re-



on going through Chambers 5 and 6. Take the upper soit in Chamber 6 back into Chamber S. As you enter S. fall a little to the left and proceed on the platform that you end up on to Chamber 4. Fortunately, after this little goundet you just ran through, the Parasize Care at the end is easily backed to pieces without too much strategy



down, you must make use of the

High Jump ability Geppetto gives you to reach Monstro's throat. Hoo up to the L-shaped platform in the middle and work your way to the top of the passageway beyond.



of a pain. Try to stay as far away from the Cage itself as possible, using fire and other magic to attack instead. When you get short on magic, run up and attack the Cage's belly to renish your meter



Don't forget to wisk Geppetto in his First District house after you're done inside Monstro. He gives you a few extra items for your trouble.

# ATLANTICA



The Little Mermaid-themed world uses a completely different control method that requires a bit of time to master. Press X to rise and III to go down while underwater. Note that auto-targeting enemies in this level automatically adjusts your height to some extent, making battles easier.



King Triton's chambers, fighting off any Heartless you run into along the way After Ariel sets the riot act read to her, swim over to the rock in the Undersea Gorge that Arrel points out to you. Fater her privace hideout.



defeat all the Heartless, and then find the dolphin swimming around near the ground. Grab on to him and he takes you up against the current and to the Sunken Ship.



chest in the ship, making sure to dispatch the shark beforehand. Enter the Undersea Gorge (the passageway by the wooden cross) and follow the path back to Ariel's Grotto.



After King Triton volls at you again. return to his throne room where you discover that Ursula isn't exactly the kind old sea demon that Ariel thought she was.



and look for a piece of boat next to a large rock with a drawing on it. Sebastian pushes the rock out of the way, thus rewains the path to Ursula's Laur.



KINGDOM HEARTS

Ursula's first form is nearly impossible to defeat...unless you know the secret behind her magic cauldron. Take note of the cauldron's color, and cast the appropriate annuling magic on the pot floe firt's red. Fire if it's blue, and so on). If you get it right, the cauldron will spit out a blast of energy which will stun Ursula and let you bash her



Kick ability and then use it to swim against the current in the Calm Depths. Ursula is on the other end, and she's grown a bit. Conserve your magic, attack her from the side or rear, and keep a steely eve on your party's tile gauges. Attacking her while she's spouting off some trash talk is a smart idea.





town, you'll run into Jack Skellington, the hero of this world and a very nice man to have in your party.



Go through the only open door in Salix and the Heartless in sown will finally start attacking you



# KINGDOM HEARTS



After leaving the Lab, go left and enter the opening on the left side (past the gate). Defeat all the Heardess in the Graveyard beyond, and then return to the Laboratory to report to Dr. Finkelstein



Return to the Groveward and use the coffin to enter the Boneyard, Solve the simple puzzle flist exterint the coffins in the order that the ghosts appeared) and return to the Laborasory once more. Lock, Shock, and Barrel (a bratty group of kids working for Oogie Boogie) stole the heart Dr. Finleshtein was working on. Oh, dear,



the Boneyard to reach Moonlight Hill. Examine the provestone behind the hill to unourl it, and you can gain access to Oosse's Manor



Cast Fire on the pistform raide the Manor and use it to so up to the house itself. Make your way across the wending path, all the way up to the Evil Playroom, and defeat the three kids inside



make your way back to the front door area. Enter the shed that's to the left of the main entrance; when you do, it drops you by the sinister ernen door that leads to Oosle Booge himself,



To beat Oogie Boogie, you have to get near him, and you can't do that until you press the button that's closest to his current obvious position. The buttons aren't always pressable, though, so use the post in the center as a shield against Oogie's buzzsaw until they're available for pressing



his Manor to form a gigande mutant creature. It's not as tough as it seemsust traverse your way around the Manor oath as usual and destroy the glowing purple orbs dotted around the house. Some orbs are in rather inconvenient places, just be careful with your lumps and you should be fine.







and climb up the ladder on the other side. Go up the ladder and through the door on the right (opposite from



up onto the shelf and out of the room to the left. Activate the green Trinky Mark to reveal a ladder and climb it to the Captain's Cabin.



which is simple enough until he starts splitting into three separate shadows. Make sure to activate your Scan ability here. Once it's on you can tell the difference between the fake shadows and the real one (the fake enemies have tiny HP gauges).



After the shadow is taken care of, dospend the trap door to find Wendy and Karri. Peter will leave your party at this point (if you had him as a member). Enter the door by the save point, then take the next door on the right and climb up the ladder to the Captain's Cabin again.



Go through the exit by the trap do to enter the deck where Captain Hook has an army of Heartless wartng for you. You can fly during this battle: tap × twice to switch between flying and walking (the controls in midair are the same as they



gone, it's time for Hook to make his debut. Use your air advantage to stick-and-move the Captain, avoiding keep him from killing off your fellow party members. He has very powerful offense, but fortunately it's relatively simple to avoid his moves



to do now is fix the clock face on Big Ben that doesn't read midnishs. IS a few times That wraps up all the Disney-

worlds in Kingdom Hearts. Check out next month's issue for the conclusion of Kingdom Hearts and a great googly secrets G



The last thing to go through your mind will be your ass.

III POINTOFIMPACT













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# I ALONE HAVE THE FIFTH FREEDOM.

THE RIGHT TO SPY, STEAL, DESTROY AND ASSASSINATE,

TO ENSURE THAT AMERICAN FREEDOMS ARE PROTECTED

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T AM CAM DIGHTD

# I AM A SPLINTER CELL.



# STEALTH ACTION REDEFINE:

You sake the vales in the high stakes game or covert explorage, Novi alone, outside the housdaries of the law, to humar object-provise status against the Dutied States. With thermal gaggies, there optic casarva, protetype game and other durity trible, you rederine function and produced the provise status of public laws, gifts along stillenes, force information from your ennaise, even use them as human shields, and remember - a dead of these of see the valid a stitute of the valid as stitute.











Tom Claneys
SPLINTER
CELL





# **DELFINº PLAZA**

This is the main area that acts as the "hub" by consecute the game's other worlds, and there are quite a few Shares scattered about town, Shadow Mario occasionally makes an appear ance here (look for an obvious cutscene). Chasing him down often unlocks old friends or new attack ments for your water cannon FLUDD



Encer this building, talk to the Islander, and then use your butt smash Break all the boxes within 30 seconds and you'll win a Shine.

# BOX COUSHED REPOISE

If you talk to the same Islander seam later, he'll present you. with a second set of boxes and a second Shine if you can break them al. Use your backflip to get on top of the more vertical stacks.

# IDEN BILDI



rooftop and give him one gold coin. If you do, he'll hard you at the tower in the distance, where you'll break through a window and find a Shine inside. If he "misses" his toss, try again.

# LIGHTHRUSE



lands on the east side of the Plaza and use your hover nozzle to reach the green place. Enter the pape and complete the "slide" obstacle course-if the mini-ramps seem to send you flying, try sumping to avoid them and maintain control.



BROKEN DOWN BY WORLD, BY STAR BINGS

ment for FLUDD (eventually, after you find Yoshi, Shado appears with it, and you have to chase ham down), use it to high-spe through this door to the left of the Plaza's central statue

# clean the supine



tachment for FLUDO (again. Shadow Mario eventually appears with it), get behind the Shine Shine and rocket up to clean it. Rocket up again to the top of the Shrine and then Rocket up once more to grab the Shine waaaaay up high in the air



the east side of town and clean it off. Rocket up to the top of the roof (you won't slide off), then Rocket up to the high-flying Shine



Rocket up to the Bell Tower on the west side of town and clean it. Unfortunately, the Shine appears inside the frame of the building...



turately, the manhole cover on this roof (pictured above) leads directly to the Shine Ground pound it (jump and then tap L), travel underground, and claim the Shine



Hop on a boat or use your Rocket Attachment to enter the hole hidden on the underside of es tunnel Collect the eight Red ours, but be warned it's maily hard



launching yourself out of the center



Using the Turbo Arrach smash through the door guarded by these two police-like is

the east side. Inside is an obstacle course. Use your Turbo Attachment and shoot straight down the course, sumpling just before the end of each platform. When you reach the Shine, sump again to grab it-the studid thing is trickly placed just above your head



ing Shines in the game. Get Here's one of the most annow Yoshi from the roof of the West Bell Tower and take him to the manhole as shown in the screen above. The manhole leads to the island with the single palm tree, the lone woman, and her basket. Eat fruit off the tree and then wait for a host to come around the sland-when it does hon on the roof of the boxt



screen. Hop on the platform and wait for the next boat to come --out of fuel or just before the next bost arrives. Hop on the second bost, which will take you to an island with a green pipe covered by a weird substance that only Yoshi's ruce can burn through Inside the pipe is a really hard

in the first run, kill yourself-don't

# exit-and try again 10 BLUE CRIDS



Go to the hut on the west peer Go to the no. of the start takes you to Ricco Island and enter the side door. The raccoon 10 Blue Coins Repeat this every time you get 10 Blue Coes, and holy crap, are there a lot of Blue Coins!

# Biance Hills



This "beginner" level is divided in two by a gont well with a huge water wheel. The "Town Side" is the area in which you start. The harder "We Windmill Side" les beyond the wall (to the right of your starting point); it houses an enormous lake and a mass of insupely high rightropes. Firegrit wa the Big Statue after Shadow Mano



Ride the water wheel over the gant wall Make the mud mo ster appear by squrong the mound and then kill the monster by squirting water into his mouth when it opens (he flishes pink). When the monster is defeated, a hill rises up

# Peter Piranua



battle. Go past the hill where the mud monster was and make your way to the very top of the winds where Petey warts. After you fall inside the windmill, the fight begins, Stay back until Petey opens his mouth and then shoot a coninside of it until he falls

and then tap L) has stomach where the arrow indicates Repeat this two

# Hillside cave



. Go to the Biz Windrall Side of the level and make your way to the cliffs on the far side of the lakeuse either the tightnopes that pass under the bridge or the brick ledger to the right. Follow the arrow signs. posite direction that you're facing and A) and hover in order to get the necessary height to reach the tightcliff cave. Inside the cave is a very with a Shine at the end of it.

# Law wike Belt Coins

All eight Red Corrs are on the Town Side of the level-there aren't any on the Big Windmill Sidethough a few are in or on the devider wall. Squirt the four-pronged sails to rotate the two bridges in order to it to this rooftop, where the Shine awaits you acros

the tightroon

# PROSTRATEGY GUIDE

# SUPER MARIO SUNSHINE

# petey pipanua



Go to the cliff at the back of the Town Side and then clean off the Islander and have him throw you up on top of the cliff. At the top, a pig balloon attaches itself to R.UDD's zle. When this happens, find the gap in the fence, aim toward the sleep ing Petey, and press and hold R to fill the balloon. Arm a little higher than you'd guess, or jump, then release R to wake Petey. When you do, Petry files down to the lower Town area



one with one major exception; now you have to squirt Petry down from the air in between each ground pound. Follow Petry's shadow on the ground until it stops moving, then squirt a high stream of water at him so he falls

## cave rettino THE WINDWILL

Go behind the Big Windmill and find a cave in the back wall, if you haven to it, you'll find another obstacle course. Grab the easy I-up on the rotating star near the beginning of the stage



Here are some ups on tricky points: . Use your wall sump on the sans with the side walls (as shown above) . Keep your camera as high as possible to help you stay centered on the rotating cubis.

Every seventh stage in each world is a Shadow Mario chase The rules are simple: run after Shadow and squirt him whenever possible until he falls down. Touch him when he's down and you get a Shinel If you lose him, don't get upset...he holds still until you catch up. The only "tricky part" in this first chase. is when Shadow wall-jumps between the two walls, if you lose sight of Shadow look for him on the roof. HIGH WIRE RED CRINS



and gather the eight Red Coms to make the Shane appear Seven are wering over tightropes (some very very high in the air) and one is on the lake Avoid the temptation of getting the Rocket Nozzle --- it's more of a hindrance than a help. Ride the Windmil's arms to get the Shine once it's revealed.



Ricco Harbor is a shipyard with a series of insane scaffolding high in the air and a pesky Glooper Blooper making a mess of the water. The harbor entrance appears on Del fino Plazak western dock once you obtain three Shines.



to the end. Use the crane in the water to get to the higher area. Pull the tentacle (news and hold B, and then push back on the analog stick) in the stack of crates to reveal the boss. Clean off his face and then sourt his face again to frazzle him so that he slams his tentacles on the floor. lump to avoid them and try to stome on at least one; then quickly grab his hurts hm. After the boss squirts ink everywhere, clean it off and repeat the nose-pulling process once more.

Immediately head back and to the right to the dock where the three colored Bioopers wait. Hop on any Blooper and follow the corn trail to the tunnel, inside the tunnel, an Islander asks you to race. Beat the track in less than 45 seconds, and you was a Shine. Here's how to get past the tricky parts: Swing to the right around the first moving block. analog stick and go wide to take on

This one's long and tricky. Keep an eye out for Bloopers hanging undementh the girder—they pop up

to surprise you, so when you see one, squirt it. Also, watch out for shosts: they circle around you once and then charge directly at you, lump up to avoid their charge. Oh, and prepare to fall ...a lot.



form to get out of the water and then backflip-hover to the blue section at the point shown in the above screen. Head down the girder located to the right.



jump on the shaft of the hook and then ride it across. The rest of the climb is pretty straightforward but treacherous and narrow. Don't you find it higher up.



launch yourself into the hole at the too of the vellow metal case, where a Shine awarrs don't warry about falling through, there's a floor inside



Perform a series of wall tumps here and then hover at the top to reach the cloor at the top of the tower. Complete the straightforward-but nauseating-obstacle course inside by keeping yourself centered on the

FROM THE ASHES I HAVE

BEEN REBORN A NEW

MAN. A MAN MADE OF FIRE

AND PASSION, AND IN THIS

NEW STATE I AM NORE

POWERFUL THAN ANY OF

YOU COULD EVER DREAM

OF BEING - Fills use Crockest Gundam pilot

Mha's your level of commitment

rotating blocks (keep your camera high and far). Use your wall jump to reb the I-up at the safe spot about halfway through

# GLOOPER BROOPER



Pesky squid Make your way to the large helipad platform just to the right of where you fought him the first time. Grab the Rocket Pack underneath the platform and use it to launch yourself up to Glooper. This time he's a bit harder to defeat. so your strategy changes slightly. Rip off all of his arms before attempting to pull his nose, otherwise you'll ha problems. First, squirt all the ink off his face. Every time you squirt his face, he slams the floor Use this opportunity to jump on a tentacle and then pull it off, starting with the two inner for his nose and then repeat the cycle again. If he starts swinging his arms in a circle, jump to avoid them until he stops. Remember-there are health coms hanging under the platform, as long as you didn't greedily grab them all before starting the fight

in Go to the dock where you raced before, ground pound the red switch, and just follow the Yellow Con trail to collect the eight Red Coins. Here are some handy tips: Don't pick up the Yellow Coins—if you miss a Red Coin, the Yellow



Also, if you exactly follow the coin trail leading to the eighth one, you'll have to perform a really difficult double-jump between two parallel boats to rish it; we suggest yeering to the side and swinging around to pass through the passage between the boats instead.



in the screen above and you should get it. SHADOW MARIO

# This is one of the hardest

Shadow Mario chases in the game. Hop on the big boat in front of you and then onto its chimney. and then get up on the blue staffolding above (as you did to get the third Shine) to start the chase. Shadow Mario never leaves the lower sector of the scaffolding. Instead of chasing ham full bore -- you will fall --- use longwhile he wants for you to catch up.



rosurs...ER...Talent

part until you open up Yoshi after getting the fourth Stine in Pinna Park First, so to the fruit dispense machine by the crane and alternate ground pounds on the left and right sides until a durian-pointy fruit you can't pick up-pops out. Kick the duran over to the Yoshi Fee by the or fles market to free Yoshi.



Walk over to the edge by the water and press R to squirt one of the hopping fish with Yoshi's juice. The fish turns into a purple platform (don't ask); jump on and ride across to the series of tall metal platforms. Repeat this at the next fish to get to the second platform.



is and eat a green fruit (jump and then press B). Yoshi's suce changes color and now the fish turn into back platforms that go up instead of sideways (again, don't ask). Return to the closest platform and spit on the Shine, then spit on the word elue on the care holders the Shine.

# GELATE BEACH



strange morphing plants, a complex array of sun-catching mirrors, and a really big, really mad caterollar, Enter via the lighthouse on Delfino's east beach once the mud monster ap-Plant castle



and water it until it's fully grown A sandcastle appears on the pen complete the obstacle course for our Shane Speed is the key bed the blocks slowly disappear beneath



# CKS and MIDDODS

le Head to the giant paylion in the center with the three gunt mirrors and climb the surrounding trees in order to set on top of one of the merrors. Squart the red ducks to one edge of the merror, when one goes off-balance, run to the opposite side of the mirror and ground bound the mirrors. To be successful, concentrate on hosing only one duck

# WIGGLER Gene WILD



mined path, so you've got to souirt the sand buds so they pop up just as Wiggler's passing over them. When you do, he flips over and an arrow appears on one of his seements-that's where you've got to ground pound him (perform a backflip in order to get enoug height). Repeat this three times,



on the cliff directly above the merror paytion. Slide down the hill just before the edge, you'll bounce nto the hatched egg inside the mirror paylion. Once inside, collect the eight Red Coms; the first seven are all on the bird's back. To get the last one, however, you have to wait until the bird brings you to the top of the tower. Careful: The bird starts to turn sideways about two-thirds of



the way through its flight, to avoid form. This park is accessible via the curnon on the west side of Delfino as it turns. Return to its back once

# it rights itself a few seconds later. EL PIANTISSINO'S RACE

Here's an easy footrace aguinst a weind guy in a mask. Simply follow his lead until the wall lump and then run straight up the hill's face as he heads right to take the "long way" to the firish at the amphithea

fur-left side of the beach and owim around to collect the coins. Six are tucked in the nooks, two are the big-mouthed fish-he's a nur-

# SUADOW MADIO!

rance and isn't carrying any cons. This is a very straightforward Shadow Mario chase. Use the same tactics as before and you should



While other "small" watermelons are scattered about, the gent to push it immediately down the hilt instead, take the 'high road' by rolling it along the path to the make (as shown in the screen above) Once your melon is down on the beach (long falls can't break it), squirt from squashing it. Roll it to the pier fully toward the building at the end of the pier. If the watermelon gets too close to an edge, hop down in the water and nudge it back on track with your sourt pur.

# Dinna Dabk



repped by the turtle sub, which occurs once you get 10 Shines).



a roller coaster battle with mecha koopa. When you pick up a missile, tap R to shoot it in Bowser's mouth (four hits and he's dead). Use water on bullet bills when RLUDD warns you that one is approaching and sourt water at Bowser's flames when your car is about to pass through them. sist a couple seconds after the point shown in the screen above.

# ceazy cannen



To the right of the park entrance plosive shells. If you get close to it, it will said out Robombs instead, Squirt a Bobomb to temporarily stun it, and then tap B to pick it up and hurl it. at the gopher in the cannon from the line in the ground (as shown above) Repeat two more times, and then enter the carnon, where a grazy disappearing-floor-a-thon obstacle course

. Green-spotted blocks are "safe"

sign) to make it across the disappearing red bridges

. There's 2 I-up in the first crate once you reach the area where you stand on gray blocks and another in plain sight on the upper red bridge.

# **PIPATE SHIP CRINS**

A Find the eight Red Coins near the swinging pirate ships First, rab the coin at the top of the stars and then get the two coins in the sheps' paths by standing on the ships as they swing. Be careful, though, because every third time, the ships turn upside down, so watch their rhythm. After grabbing those coins. ride a pirace ship, leap off at the upswing, and hover to land on one of the three green beams over the park straightforward jungle gym-like fenoing that snakes up above the pirate

# TURTLE STOMP!



to the sleeping eggs so the right. Squirt an egg until it wakes up and approach and then run out of the way you best this, Yoshi appears in Dellino



the electric turtles and a maze of seaments---Lower, Middle, and Upper A few things note before you begin



Squire the row of four green fences walk on them to the next blue secgreen fences (they make an L-shape) on them to the next section of blue Climb on the back side of the Middle



the green fence that's connected to the back wall and it swings flush with and Union segments. Climb on the green fence, so it swings back into place while you're on it, enabling you to get on the back side of the Upper seement and eliminate the turtles when you reach the "joining" fence, dimb up to the Upper segment instead of ricing it to the back. The resi is simple---iumo up underneath the

Y9SHI-G9-R9UND



you encounter Stadow Mann's true OMETHO NOVEMBER 2002



# PROSTRATEGY GUIDE



## SUPER MARIO SUNSHINE

the anthropomorphic tree. Ride Yoshi to the carousel and walk to the place where the missing Yoshi is. You should warp to a straightforward, mid-difficulty obstacle course. Be sure to grab the 1-up at the innermost (light blue) ring of the revolving cubes

# . There's no trick to this round-

the-cark Shadow Mario chase. far as possible and you should have no problem.



roller coaster entrance and go for a ride, Your mission: Shoot all 20 halloons within three coaster rides. Our best advice: Use missiles quickly after you pick them up because you can't stockpie them. Try to hit multiple balloons at once, even if they aren't in the same obvious "line-up." Consider your "crosshair" to be

# the direct center of your TV screen. If you aim as shown in the screen above, you'll score a list.



After you set 20 Shines, a shaft of who appears in Delfino Plaza Stand in the light and then press Y to look up into the sun; if you do, you'll be transported to Noki Bay, cliffy home of Delfino Island's sea-born folk

## UNCORK THE CLIFF Prepare for a long climb up the

1 cliff face to the right Water supplies are scarce, so use your how sparingly-most jumps don't require it. First, climb the enormous spiral staircase that is close to your startmy point.



anism, stand on the platform and shoot ween into the basket to lift up



the wall, soulet it clean and a platform emerges from the wall. If you see a square rock symbol on the wall, try squirting it to reveal a secret passage. but be careful—there's sometimes a. hidden trap inside. The blue spring-If you sourt them with water, and then carried around: to make them big again, simply pick them up and



to the cannon so it starts shooting Bobombs instead of paint elobs. Squirt a Bobomb to stun it and then non (for a longer throw), and tap times (look for the flash) and the vealing the Shine



# не махе

Wall jump up this passage at the far-left side of the boy, there's a secret passage at the topleft side that takes you behind the citf and up to a high plateau with a ione tree. (There are lots of Blue



diff below-save your hover for just before you bind to break your fall. just follow the grass toward the water full until you find a square rock symbol on the wall.



reveal this twisting vertical passage built into the wall. Follow the passage to the top, where a grant Glooper Blooper awarts. Use the same method to dispatch him as you did to get Ricco Harbor Shine #S. Now jump down the hole Glooper was guarding to clam your Shine

## ceins in a pettie As Since all the coins are in pretty

plan sight, the hardest part of this Red Corn-collecting excursion is the diving sur controls. Here are some points to remember · Release R to slowly fall down

. Never try to turn without holding R-st's way too hard. If you over shoot a coin, don't try to stop and turn around to risb it, otherwise you'll just get frustraced.

trickiest Red Com to collect is at the an upcurrent that locks in just as you approach, sweeping you way up to the top). Try jetting toward the middie of the row-that should out you right in the coin's path.

EEL LENTIST



the cliff where the cork was the underwater area where a grant and opens his mouth, attack-just and hold R (it's very important you the tooth is sparkling clean. Repeat for all teeth. Whenever the eel slides back into his hole, head for the perimeter of the area and back upthe myrad of Yellow Cons to re-

# F991Pace Reppise



This El Plantisamo race should be stupidly simple if you run into the boxing slove as shown above it gives you a super lead

# SECRET OF THE SHEL



network of aghtropes connect ing the three towers in the bay until you can reach the door in the purple shell. Enter the shell and you're treated to what's easily the hardest



# A WARRIOR WORTH A THOUSAND!

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oose from two different color variations of each character's costume! creased number of game saves! Even more difficulty levels!

COMING SEPTEMBER!



(Q)-Force



# PROSTRATEGY GUIDE

obstacle course in the game (thanks CLIFFY SHapew Marie Chase Shadow Mario up the wall jump to escape the starting sec-

# there's a wall next to you, since it's made of glass).

by pounding down this nail (get used jump to make it to the platform slid-





Do a wall jump here to reach the



This next jump is super tricky, Backflip against the wall to the right. At the height of your jump, immediately push toward the opposite ledge and do a wall jump; you should be able to grab the ledge (as shown above). It may seem impossible, but keep at st. Continue until you reach the tower of rotating yellow-and-green gears. Ground pound the nall on the right to get another I-up, then do a series of backflips to make your way up the tower to the Shine

3 same cliff where you got the first Shine. Shadow eventually goes and don't hear the "Shadow Marso you can, squirt Shadow from a distance when he stands still

MODEY FISH



waterfall spills into the boy, and ou should return to the underwater city Catch the eight Red Cons that are part of the fish swimming around in the Upper area (which is harder than it looks). Try to keep your eye on one can when the fish "breaks up," and follow it until it reforms. If the fish breaks up twice in a row without you nabbing a coin, go to the sidelines to erab Yellow Coins and replenish your air.

# Sipena Reacu



you find Yoshi, Locate the Yoshi Eer on top of the West Lighthouse and feed it the requested fruit (it's different every time) Hop on top of the roof beherd the Delfino Plaza Sta eat the gant pineapple, and go down

## Manta Suapew The key to victory against this

bigame boss is this: Never stop squerting. First, squart the gant shadow from a distance to avoid its "Curses, I've been hit!" electrical discharge. The manta eventually dwides-squirt the smaller mentus, which will divide again into four trays speedy, chaotic mantas.



the tirry ones suddenly hone in and come straight at you. Now's the time to whip out your spin-squirt move (rotate the analog stick 360 degrees, then press and hold R) to mop up the approaching hords. **GHESTS IN THE ATTIC** 



the pink ghosts hanging around Use them to make a staircase to the top of the pole on the third floor and then enter the shost statue's mouth, which takes you to a trippy obstacle course.



The stage is fairly straightforwardas long as you keep in mind that you your head and the cubes that look pound. Grab the 1-up hidden at the



First, so to the men's room (the one on the left) in the hotel lobby and hop up behind the tolet in the stall on the far left. Jump



SUPER MARIO SUNSHINE

In the next room, squirt the four closet doors until they spin and form a ghost, then walk through in the so they turn into platforms and use ceiling above the hot tub to the third



above) and drop to the second floor again. Break the boxes until you find a pineapole, then grab it and bring it down to the Yoshi Egg in the first floor lobby near the registration deale



find the open door that leads to the on the bed Bounce on the bed up Yoshi's tongue can be used to clear out the sleeping ghosts that block



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Make your way through the vent system until you find this tile. Ground pound through it, and you end up in



Head to the casino (it's the door next to the registration dosk). Get 777 on the two gant slot machines. For the one on the left, with water. The one on the right is random, so keep squrring it until you "was" Now squirt the 4x4 checkerboard until you make a Shine design (try concentrating one vertical row at a time). Enter the door to begin a



There's an easy I-up on the make side near the beginning The second I-up found on the lone, rotating, woode rectangular stick) can be nabbed with a well-timed triple-tump or a backflip off one of the knobs ...but the danger of dwing probably isn't worth it.



basement where King Boo awarts At any time during the battle, you can the roulette-themed floor to make that particular ring of floor stop spinning When Boo is holding the slot thine, squirt his tongue to make him spin the wheels. If three fruits come up, pick up one of the red peppers that spew forth, and hurl it at Roo's mouth. Now while his tongue. on fire, pick up any other fruit and harf it at him to score a ht. If "???" comes up on the wheel, four random enemies appear; if that happens, sim-

oulette wheel to descend into the

ply run underneath Boo, and they'll peach clean! This is stupidly easy, just clean off the ground outside the hotel in under three minutes. If you don't press R all the way down, you can run and squirt at the same time Don't touch the goop (it's electric!), and you should be fine.

# SHADOW MARIO, AGAIN . Shadow sticks to the first and

second floor. The only trick to this chase is the "fake-ghost" Marios everywhere. We surgest squirting them, then ground pounding them earnest. There are lots of Blue Corns

# Hotel coin pace

there's a time limit! Five are in plain sight: two are on the first floor. one is on the second, and two are on the third. The next three involve the secret passages you discovered getting Shane #2. First, go through the water-stained men's room stall and through the boat painting that turns into a ghost to get Red Coin #6 Now exit the room through the door and head to the open room on the third floor with the bed that leads to the ventilation shaft



Dolphic poster on the wall and pass through to get Red Com #7.

drop to the room below Squirt the

Go back through the poster and slam the floor here to set Coin #8. which is in the vent shaft on the wall opposite the window (don't waste time with the boxes). Collect the Pianta

# villace



junele town with a maze of metal. noing to hang from underneath. You can't get here until you unlock the Rocket Nozzle in Delfino Plaza (which hoppers after a Shadow Mono race that occurs after finding Yoshi). Once you have the Rocket Norde. use it to get to the red pipe on top of the Shine Shrine

# Het Decs



1 Chair Champs into the pool of water (as shown above). Squirt them until they gool down (turn blue), press and hold B to grab their tails, aim then release B to let go of their tail and "fing" them forward. If you wait near the lake, they'll eventually wander by-but if your impatient and away, you can go to them and "fling" them toward the pond. The results. however, are unpredictable --- especally once they start recocheting

off walk

Oh, surprise, El Plantissimo wants to race again. This time however, he's a guick devil, and you must use your slide-jump technique (repeatedly tap B, A, B, A in succession) to best him. When you reach the point (as shown above), start a. triple sump to make it up the biz step. and then run up the tree normally (no slide-jumping) to the finish

## STUPID MAYOR



Your FLUDD has been stolen Make your way around the perimeter of the town to the hole in the ground at the back end of town. Ground pound the floor inside to get to the network of fences underath the village and follow the nath. When you reach the section of vertical fence, get on it and press B to punch it forward across the rail. Immediately jump once at completes ats journey-otherwise, you'll ride the



When you reach the row of Yellow Coms above the swing drop down onto the swing and cross the mushrooms unof you reach the small 'trampoline" mushroom. Use the shroom to jump up and then hang from the fencing above; look for and use it to cross the gap Jump up through the gate in the ceiling, which leads to the surface. Jump along the "safe spot" holes in lava until you reach a large wooden structure with



a gold mushroom on top. Use your backflip to climb the structure. The



Squirt the gont Chain Chom until he's completely cool and blue, and then pull the bolt holding his chain out from the ground to set him free. Now just follow him toward the back of the level near the Hot Spring When he's in front of the Hot Spring gate, cool him down again, grab the end of his chain, and pull him into the Hot Spring. Do not so in the Hot Spring yourselftrapped when the Chomp jumps in

YOSUF AND



See what fruit the Yoshi Egg near the starting bridge wants and then go to the tree to the leftfront side of the Hot Spring to find it for him, Hatch Yoshs, then cross the bridge to your start point and descend below the town by jumping on room at the end of the path and enter the hole, where another very



It's important to note that it's the angle at which you speak to an Islander-ent the direction in which he's facing-that determines the

words, talk to an Islander, and you should get thrown in the exact direcscreen, for example, talking to the Islander from that angle will make him hard you up into the air to grab the I-up. Always make sure when you're living up your shot at a distant olatform, you try to line it up so you hit a wall. At the final hurl, you want to go left, not right, to get the Shine

direction you get thrown. In other

# uer variacees

This is stupid-easy Just hose down the 10 lava-covered villagers until they "sparkle" before the (very generous) timer runs out No tricks-they're all in plain sight on ground level. Keep the camera zoomed out, and you'll be fine.

# THE LAST SHADOW

This is the final Shadow Mario thase, and one of the easiest, despite the fact that he leaves lava trails lust chase him around the above-ground area. You should have this down-pat by now. Once you beat this-assuming you beat all the other Shadow Mano stagesthe final level, Corona Mountain, is finally revealed.

# FILIFFY Rep Ceins

This is a very difficult Red Coin hunt. #1 is on a grant palm tree leaf just above the starting bridge by the beehive. #2 is under the fruit tree by the Hot Spring, #3 is behind the gant palm tree to the left of the Hot Spring #4 is in the Hot Spring.



#6 is hidden in one of the boxes in the giant stack on the right side of town, #7 is under the town, on too of one of the hanging grates near the entrance bridge #8 (save it for last) is at the top of the very, very tall tree in the center of town. Use the Rocket Park (found about one-third the way up the tree) to reach it. The Shine appears on a cloud in the distance. Hop on the piece of fluff hovering at the end of one of the most tree's leaves and ride it to the cloud to claim the Shine

# copona **Meuntain**



Stadow Mario chases, Delfino Plaza flood, and the previously sealed cave behind the Shine Shrine opens up. Enter the cave, where the final level awaits!



parts. The first is a series of plutforms made of either spikes or fire. To land so you're leaving your current platform just after the spikes pop up at your destination. To extinguish the fire platforms, just hover over them for a moment before landing. There's a I-up in the crate just before the



Now it's time to pilot an umntuitive. ndety boat! Here's how you steen Shoot water out the back to go forward. Shoot off the right side to go right (it doesn't really make sense in practice) and shoot off the left side to go left. Our best advice: Take it slillopppopopowwww. Stop often and never try to turn at the same time you're moving. One minor brush againer a mark, and you sink like a stone. Grab the Rocket Pack at the end and use it to reach the top of the series of clouds, where the final bottle awaits.

### BEWSER BATHTUB **Rattle**



Prepare for one of the easiest fina boss battles in game history! Stand on one of the five fireball symbols Boost yourself into the air and at the height of your flight, press L to slam down like a comet on the fireball symbol. Immediately start jumping to make your way back to the center peat on the remaining four symbols and that's it-you win! Congrats, you loveable meatball, you!











# PROSTRATEGY GUIDE

# Insanity Effect!

ently we played Eternal Bark-so long and went a bit crazy ses: We duction to the

gy Guide in the O



After you obtain the artifact and survey all of the rooms, make your way back to the beginning of the level to complete the chapter

Locating the Minth Chapter Page



You can find the soldier's orders at



ing the door near the cathedral en-



Descend to the boiler room and find mon Trapper spell and then send the trapper through the hole



A to teleport it zwzy



Go through the door and get the seven-point circle of power Reposition the Investige Door





Use your lucky penny to complete trance and he dears the way for you. the circuit

furn on the generator to restore

power to the pipe organ



notes on the organ.



The taberracle opens and you find the door handle



door handle to open it.



elixar-you need it against this chapter's boss

The boss you face at the end of this boss has similar attack patterns and can be defeated by using the same

strategy. The key thing to remember is that the boss is vulnerable to magickal attacks while it glows red, blue, or green (you want to use the opposite color of the boss). You can use either a three-, five-, or seven-point attack. The more powerful the attack, the more damage you inflict...but the timing is harder to get down.

ETERNAL DARKNESS



escape), and then unleashes a barso you can dodge his spells.



After the cut-scene, the boss moves the barrier closer and begins summoning zombies. Stay as far away from the boss as possible and cast a seven-point Magickal Attack spell as soon as he summons the zombies-you should hit him when he begins to glow. If you miss, keep trying until you get the correct timing. You can also try using a five-point Magackal Attack spell. If you run low on magick energy, replenish it with the magickal elixir

this pottern until the next cut-see



If you're having trouble with the timing, you may want to cast a Damage Field spell to protect you from the combies; that way you can cast a three-point Magickal Attack spell while the boss is glowing without the zombies knocking you away from your-magick circle. It takes longer

226





# OR GET SMOKED

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Beware. If the hypothermia, underwater mines and Belgian Gates don't kill you, there will be plenty of Natis awaiting your arrival only too glad to help finish the job.

Codspeed, soldier: Saw wourself. Saw France. Then saw the world. Enlist at mole accommendation of the property of the prop



YOU DON'T PLAY,



"Multiplying gimnglips is only available on Microsoft Note" whose gimn systems and Nimerodo Gome Code
Ont Hessian kinds Phonouse, piece, South, Art a CARON Son "the last 18 has 18 has

# CONF WALLT

Submit your hottest Code Voult tips! Each month, the reader with the winning tip receives a product from Concom, which features such high-quality games as Moximo: Ghosts to Glory for the PloyStotion 2! Runners-up receive a GamePro T-shirt



 $\mathbb{C}^{n}$ 



# STUNTMAN

All Cars, All Toys, and More

















At the main menu, choose Stuntmen Career and then select New Game. Enter the following codes at the Please Enter Your Name screen to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

All Driving Games:

Unlock Filmography: Misuel Moreno-Plano,TX At the Mode Select screen, choose World Tour and then select New Game At the Team Edit screen, pick the Name option and enter the following codes as names to unlock the corresponding uniforms. If you entered the name correctly, the unlocked uniform will be available at the Uniform option at the Team Edit screen. ocone Uniforms

Fighting Vipers Uniforms PVIPERS Phantasy Star Online Unifo Seas Undorms Space Channel 5 Uniform Virtus Coo Uniforms

**DUTLAW COLF** 

Unlock Everything





Start a new same, and at the Enter Name screen, input Golf Gone Wild (case-sensitive) as a name. If done correctly, all golfers, courses, and clubs will



be available.

# HUNTER: THE RECKONING All Weapons





During gamephy, press B, Up, Left, Down, Right, B, B. If you encered the code correctly, you'll have all weapons.

### THE MARK OF KRI Disable Arena A.I., Tougher Enemies, and More





At the title screen, enter the following codes to unlock these cheats, if you entered the code correctly, you'll hear a sound.

Arona Gremies A.I. Off: Press ×, O, O, O, ×, □, □, □, ×, O, □, ×. Full Health Power: Press x, x, x, x, E, E, E, E, O, O, O, O.

Invincible Rau: Press  $O, \times, \Box, O, \times, \Box, O, \Box, \times, O, \times, \Box, O, \times$ Tougher Enemies: Press X, O, D, D, X, D, O, O, X, O, O, X Unlimited Arrows: Press X, O, E, E, X, E, O, O, X, E, E, X, Wimpy Enemies: Press ×, O, O, □, ×, □, □, O,

# **ENCLAVE**

Complete Mission and God Mode. And Unlock Dark Campaign





Complete Mission and God Mode: Pause the game and then press X, Y, X, X, Y, Y, X, Y, X, X, Y, Y, If you entered the code correctly a sub-menu will appear with options to activate God mode or to complete the mission, Unlock Dark Campaign: Start a new game, Enter a name, and at the Choose Campaign screen, press X, Y, Y, X, X, Y, X, Y. If you entered the code correctly, the screen will wipe away, reappear, and the Dark Campaign will be available





At the main menu, enter the following codes to unlock these hidden modes. If you entered the code correctly, you'll hear a scream.

Easy Mode: Press Up, Down, Down, Up, Left, Left, Up, Right, Right, Up. Up. Up. Super Deformed Mode: Press Left, Left, Up, Up, Right, Right,

Down, Down, AMERIO NOVINIIA 1003

# CRAZY TAXI 3: HIGH ROLLER

Expert Mode, No Arrows, and No Destination Mark





Expart Mode: Start a same, and at the character select screen, highlight the character you wish to select, simultaneously press and hold White and Black, and then press A. If you entered the code correctly "Expert" will appear when the same begins, No Arrows: Start a game, and at the character select screen, highlight the char-

acter you wish to select, press and hold White, and then press A. If you entered the code correctly, "No Arrows" will appear when the game begins, No Destination Mark: Start a game, and at the character select screen, highlight the character you wish to select, press and hold Black, and then press A. If you entered the code correctly, "No Destination Mark" will appear when the come begins.

### MEN IN BLACK II: ALIEN ESCAPE All Weapons and Invincibility





entered the code correctly the screen will briefly fligh. All Wespons: Press Up, Down, X. C. RJ, A. A. Left, O. LJ, LJ, Right. Invincibility: Press Right, X, RJ, A, Up. L2, X, Left, L1, O, X, R2,

# DESERT STRIKE ADVANCE

Ten Lives, Level Passwords, and View Ending CAMPAIGN MENU ENTER PASSWORD THE INSTRUMENT

PRESS STREET TO EXIT



At the Main Menu, press either A or B to select a campaign, and at the Campaign Menu screen, enter the following codes to unlock the corresponding cheet or level. Press Start to return to the Main Menu and then press Start again to begin the game. If you entered the code correctly the cheer will be

enabled or you'll automatically bean the unlocked level. Level 2: 3ZJMZT7

JR8P8M8 WOWN GAMERIO COM LETTERS SAMERO COM

# GRAVITY GAMES BIKE: STREET, VERT, DIRT.

Unlock Bird Brains, Unlock Everything, and More





At the Main Menu, choose Options, and at the Options menu, select Chest Codes. At the Chest Codes screen, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

All Bities:	PIXARIDE
RMV—Andre Elison:	ANDPXV
HMV-Denns McCoy:	DMCFNCV
FMV—Fuzzy Halt:	FUZFWV
DMV Jamio Bornulcia	TAMPAU

RMV—Leigh Ramsdell.	LEIPMV	
HMVMax Berninger:	KATYWV	
HMV—Reuel Enkson:	REUPMV	

Level Fuzzy's ford	FUZYD1RT
LevelGravity Games Dirt:	MODELLE

Level—Gravicy Games Vert:	GGFLYER
Level - Mount Magna	VOLCANO

Level Museum District:	ARTRIDER	
Level—Oil Refinery:	OILSPILL	

Level-Train Depoc	СНООСНОО	
Maximum Stats for All Riders	XAXSTATS	
Maximum State for Dennis McCox	миспиам	

Museum District Competition:	ARTCO
Unlock Angus Sigmund:	SIGNO

Unlock Bobby Bones:	BONEGUY
Unlock Everything	LOTACIAL
Linioric Pierce	BADGISL

### AGGRESSIVE INLII All Keys, Invulnerability, and More





At the Man Menu, select Options, and at the Options screen, choose Chees. Then, enter the following codes to unlock these cheers. If you entered the

code correctly, the alphabe	etical input sub-screen will disappear.	
Al Keys	SKELETON	
Insulnershilling	KMUMU	

Shooib Shofi-Monassos Park, VA

Invincibility, and More





All 2 Player Mags: As the main menu, press Left, Right, Left, Left, Right, Left, Right, X. If you ensered the code correctly, you'll hear a sound and all mags will be available in 2 Player mode.

All Greatures: Az the main menu, press Left, Right, Left, Left, Right, Right, Right, X. If you entered the code correctly, you'll hear a sound and all creatures will be available.

End Mission with All Objectives Completed: Pause the game and then press

Left, Left, Right, Right, Down, Down, Down, Up, Down, Down, X. If you entered the code correctly, you'll hear a sound and the mission will end with all objectives completed. Moto This code and not said subset inspectable is excelled

Get Gystal: Pause the game and then press Left, Left, Right, Right, Left, Up, Right, Down, Left, x, x. If you entered the code correctly, you'll hear a sound and have the crystal.

scibility: Pause the same and then press Left, Left, Right, Right, Up. Up, Up, Up, X, Up, X. If you entered the code correctly, you'll hear a sound and be invincible.

### TONY HAWK'S PRO SKATER 3

All Characters, Level Select, and More





At the Main Menu, select Options, and at the Options menu, choose Cheats, At the Enter Chest Code screen, input any of the following codes to unlock the corresponding cheet. If you entered the code correctly, you'll hear a "ca-ching!" sound.

# Note: Posswords on coss-sensitive

teamfreak All Decks for Current Skoter: neverboard





# TO HANG WITH ME ON TOUR!



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NEVERSOFT

SOUNTS REVOLUTION

### MX SUPERFLY Unlock Everything





At the main menu, press X. Y. simultaneously press L and X. press X. L. Z. simultaneously press R and Y. If you entered the code correctly, your controller will vibrate and the screen will shake, and everything will be unlocked.

### PLANET MONSTERS Level Passwords





At the main menu, select Single, and after choosing a character, pick Password. the corresponding level. If you

Enter any of the following passwords to unlock the corresp entered the code correctly, you'll automatically begin that	
Level 2	H723
Local Sc	E000

Level 5:	SR8Q
Level &	GZW7
Local To	acm1

# SMUGGLER'S RUN: WARZONES





Unlimited Countermeasures: Pause the game and then press Y, Y, Y, X, X, Z, Z



# CRAZY TAXI

Another Day Mode, Get Rickshaw Bike Taxl, and More





Another Day Mode: Insert a controller into the third controller port, Start a some, and at the character-select screen, using that controller, highlight the character you wish to use, press and hold R, and then press A. If you

entered the code correctly, "another day" will appear onscreen First-Person Mode: Insert a controller into the third controller port. During a game, press and hold R, and then press B. If you entered the code

correctly, the camera will switch to first-person mode. Front Comers West: Insert a correction into the third controller port. During a game, press and hold R, and then press Y. If you entered the code

correctly, the camera will switch to face your too from the front. Reset Camera: Insert a controller into the third controller port. During a

game, press and hold R, and then press A. If you entered the code correctly, the camera will switch back to normal. Rickshaw Blike Taxi: At the character select screen, highlight the character

you wish to select, simultaneously press L and R three times, and then press A. If you entered the code correctly, you will be drwng a rickshow blike toxi when the same begins.

Speed Odometer: Insert a controller into the third controller port. During a game, press and hold R, and then press X. If you entered the code correctly, a speedometer will appear at the bottom-right side of the screen.

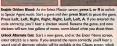
# SPY HUNTER







can be found at the System Options screen.







Carrier of the Contract of the

# **BOXING FEVER**

# Complete Circuit Passwords





At the main menu, choose setup, and at the setup menu, select Password. Then, enter the following passwords to complete the corresponding circuits. If you entered the code correctly, you'll automatically go to the next match.

Pro Am Series: 2GG48HD9 Survival Modec G51FF888

Top Contender Series World Title:

# LILO AND STITCH

# Level Passwords

Level 7:





At the main menu, select Password, and at the Password screen, enter the following icons as a password to unlock these levels. If you entered the pass-

word correctly, you'll hear a sound. Level 2 UFO, Scrump, Stitch, Rocket, UFO, Stitch, UFO

Lilo, Rocket, Stitch, Level 3: Rocket, Rocket, Scrump, Gritch UFO, Rocket, Stitch, Rocket, Rocket, Scrump

Stitch, Scrump, UFO, Gun, Rocket, Scrump, UPO Flower, Scrum, UFO, Gun,

Stitch, Rocket, Plower, Gun, Gun, Pineapple, Stitch

Fineapple, Fineapple, Pineapple, Stitch, Stitch,



# YU-GI-ON! DARK DUEL STORIES

# Card Passwords





IS THIS OK?





At the main menu, select Password, and at the Input 8-Digit Number screen, enter the following passwords to unlock the corresponding cards. If you entered the code correctly, you'll have the card in your possession.

Curse of Dragon 6986414 Gis the Fierce Kright

Summon Skulb GHNMFTAL

# Change Music, Cheat Mode, and Spoof Mission Briefing







At the Select Mission screen, enter the following codes to unlock the corresponding cheats. If you entered the code correctly, you will hear a sound. Change Music Press Left Thumbstick, Left Thumbstick, Right Thumbstick, Right Thumbstick, L, R.

Cheat Mode: Press Left Thumbstick, Black, R. Right Thumbstick. White, L





soof Mission Briefing: At the Armory screen, press L, L, R, R, Left Thumbstick, Right Thumbstick. If you entered the code correctly, you will hear a sound.

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# What We're Playing

n Elektro

Some games on my list are a little old, but I just not a nice new, hie TV, so I'm rediscovering some of the stuff that has piled up over the last 12 months

1. Motor City Online (pc) I'm still playing this online automotive RPG almost daily. Great community. fast cars, stiff competition-it's hotrod heaven.

### 2. Halo (Xbox)

Games this good should be savored. I'm still inching through the singleplayer game and loving every last detail of it.

3. Metal Slug 3 (Neo-Geo) Metal Slug is still one of the best action series out there, and Metal Slug 3 is all a fan could hope for. And I'm shopping for MS4!

4. Grand Theft Auto III (PS2) Worth every last bit of its hype. I love the freedom of the world, the variety of the missions, and all those hilarious radio stations.

### S. Burnout 2: Point of Impact (PS2)

Okay, I'm taking the unfinished copy home with me and playing in my free hours before the game even comes out. It's fairly awesome.

Looking Forward To: Spending quality time with Tony Hawk's Pro Skater 4. See you online....

# COMING NEXT ISSUE...

• Dragon Ball Z 🗇 Star Fox Adventures · The Lord of the Rings: The Two Towers @













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